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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 32

JUNE 1995

MIYAMOTO SPEAKS
What *IS* the world's most famous game designer playing at?

CREATE A GAME
How to build your own SNES shoot-'em-up!

Better than Final Fantasy?
CHRONO TRIGGER
クロノ・トリガー

Time travel, Squaresoft style!

FANTASY QUEST • P20
Pioneer's Bounty Sword goes up against Rejoice

LIVE FROM HELL CITY • P24
Take a trip to Tokyo's Akihabara, the game player's paradise

ANIME WORLD • P22
The anime industry goes retro and comes over all nostalgic

IRRESPONSIBLE PICTURES • P76
Godzilla, Orguss 02, Kishin Heidan and Dominion reviewed

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SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

After last month's furore over the "discovery" by the government's Monopolies and Mergers Commission that video games cost the customer too much, everything seems to have calmed down.

There may be no scandal or mud-slinging to be had this month, but we have got some pretty exciting features in this issue.

If you turn to page 16, you'll find the *Super Play* interview with the one and only Shigeru Miyamoto – the man behind some of the best games you're ever likely to experience on your SNES. Find out what he's got to say for himself, and what games he likes to play...

Our featured game this month is the excellent *Chrono Trigger*. Our Wil has been battling with it night and day for the past month to bring you the most in-depth coverage of this game. We can't wait until the English translation arrives... when we'll give you our final verdict. It's a terrific game, but unless you understand the plot you miss out on so much!

Japan has certainly offered up a wealth of Nintendo entertainment this month. In addition to the hours whiled away on *Chrono Trigger*, we also came across the unique *Dezaemon*. If shoot-'em-ups are your thing, then you're going to love this. It's a nifty shoot-'em-up and DIY shoot-'em-up all on one cart. And if you learn nothing else from this feature, you'll begin to understand the work and effort that goes into making a really excellent video game.

DIY appears to be another topical theme – what with the appearance of the highly acclaimed *Theme Park*, now converted for the SNES. At last you can discover the thrills of designing your own amusement park.

So, I think we've packed in something for everyone there. Oh and if you fancy a hearty chuckle to see you through until the summer, why not treat yourself to a ticket to see the hilarity that is *Streetfighter the Movie*, coming soon to a theatre near you, as they say. (More on this on page 14.)

Alison Harper
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
Super PLAY
ABC: 37,747*
* Super Play's circulation – THAT'S ACTUALLY AN INCREASE, FACT FANS

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The section of the mag where we root out games in development, and spread a few rumours.

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ANIME WORLD 22
It's everywhere – retromania! Even the anime world has gone silly over sequels.

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Will the new releases knock the wind out of those budget-priced games currently storming the charts?

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All the secret characters in *NBA Jam TE* are revealed at last. Now you can play as Prince Charles!

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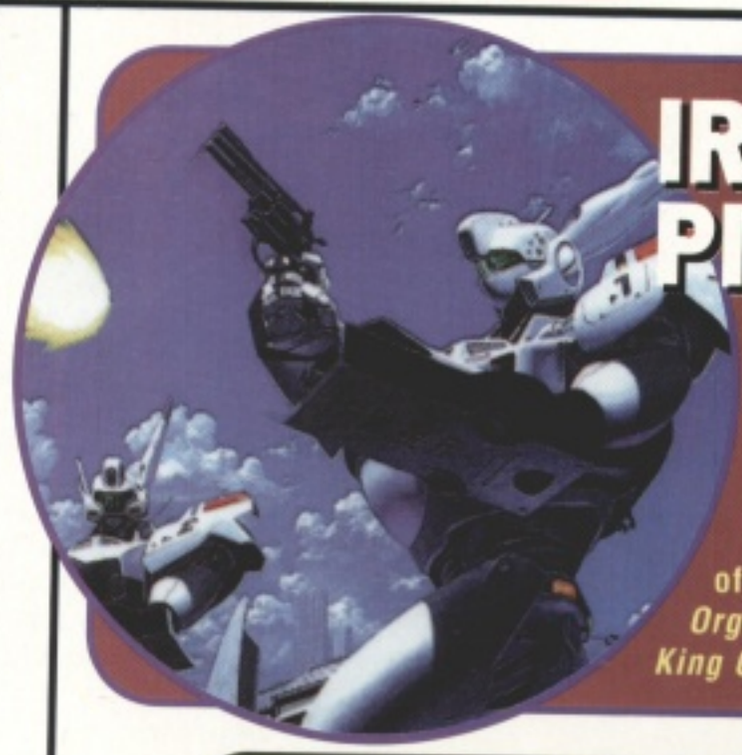
We gaze into our crystal ball and cross our fingers that we get it right this month. See what's in store...



IRRESPONSIBLE PICTURES 76

Manga fans, take note, cos the 1995 Manga Film Festival is doing the rounds. We've got details of the venues and the films you'll be able to see.

On the small screen, we've got reviews of the *New Dominion Tank Police – Act 5*, *Orguss 02*, *Kishin Heidan*, and *Godzilla vs King Ghidorah*. Wild!

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UK & IMPORT GAME REVIEWS index

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PUTTY SQUAD 56

Learn how exciting it is to squish and mould your body into weird shapes.

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CHRONO TRIGGER

This latest RPG from Japan has to be seen to be believed. It's superb. Discover the world of Galdia on page 28...

BUILD YOUR OWN SHOOT-'EM-UP!

We've got our hands on the rather brilliant *Dezaemon* – the first shoot-'em-up construction kit for the SNES. And what's more, there's the chance for you to win this highly desirable and valuable cart. Rush to page 34!

MIYAMOTO SPEAKS

The man from Nintendo – just what has he got to say for himself. We put him under the spotlight and find out what he's up to... Top secrets are revealed. Turn to page 16.

FEVER PITCH 42

A cunning mix of brutality and soccer, just like in real life.

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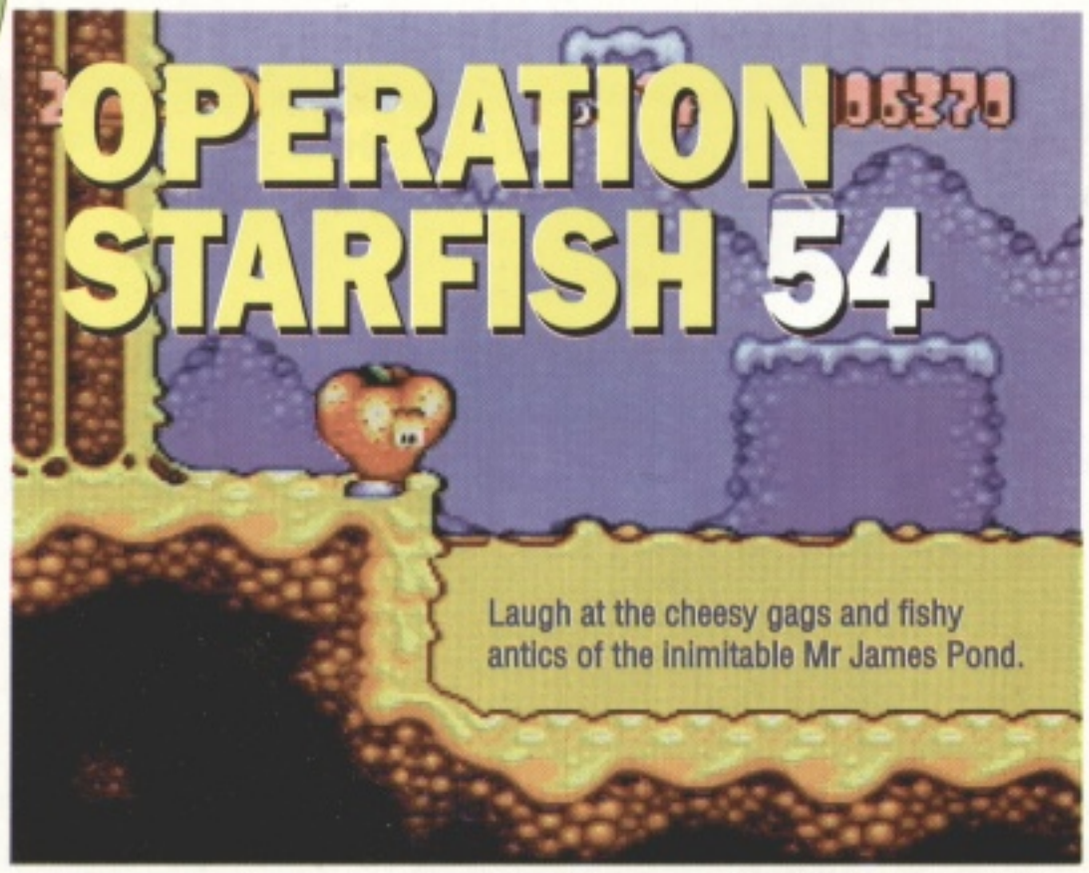


SUPER

THE BRITISH ARE

Official Nintendo games are to be created and developed in the UK, as the company plans to invest millions of dollars in Warwickshire-based Rare Design.

Killer Instinct's Fulgore is just one of the characters Rare have brought to life over the years...

Rare, the developer behind *Killer Instinct* and *Donkey Kong Country*, will effectively become one of the world's largest video game companies as a result of this deal. The deal effectively buys Nintendo a 25 percent interest in Rare, and marks the first time that Nintendo has invested its cash in a developer outside of Japan.

"We are extremely excited to expand our relationship with Nintendo and, at the same time, bring jobs and worldwide attention to the UK," commented Tim Stamper, Rare's managing director, "Rare's growth will, without a doubt, not only ensure the development of the world's greatest video games, but also focus the 'eye' of the burgeoning video game industry right on England."

Historically, Rare has always had a 'special relationship' with Nintendo. They created game programming tools for the NES back in 1984 and, as a result, became one of the first licencees for the system outside of Japan. Their titles included hits such as *R.C. Pro-Am*, *Marble Madness* and *Snake, Rattle and Roll*. *Marble Madness* featured a high-speed isometric scrolling routine that found its way into several other games.

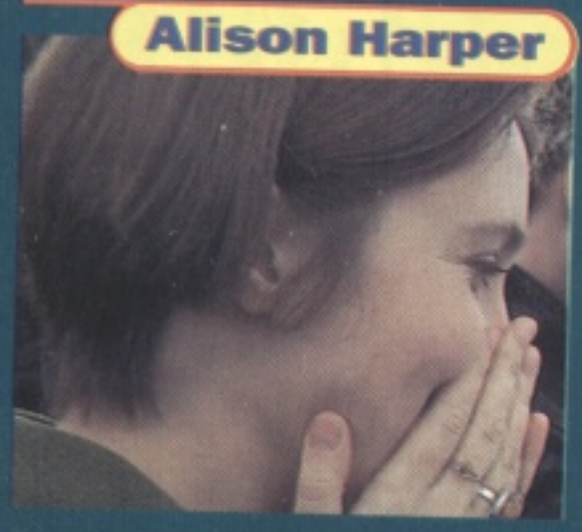
Under the terms of the agreement Rare will develop a series of new games for Super Nintendo, Game Boy, Virtual Boy and Ultra 64. It's clear that Nintendo is depending on Rare to come up with games that will sell their new 32- and 64-bit systems.

What it would seem we're looking at is not just the expansion of Rare but the establishment of a European research and development facility for Nintendo, with official Nintendo games intended for worldwide release being developed right here in Blighty by British talent. Although some games will still be published under the 'Rareware' label, the company is obviously quite happy to become a closer, cosier, almost 'in-house' developer for Nintendo. Rare will now be the largest Silicon Graphics networked hardware developer of entertainment software in the world.

SUPER PLAY PROFILES

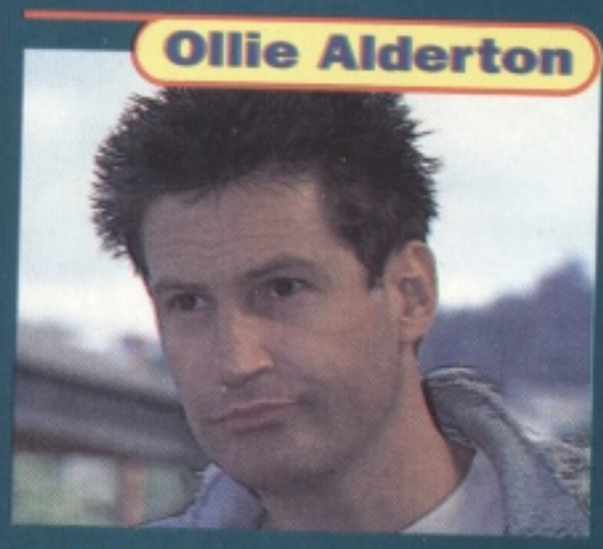
What with old Chrono flitting about in time this month, it set us wondering what we would like to do, given a means of time travel transport...

Alison Harper



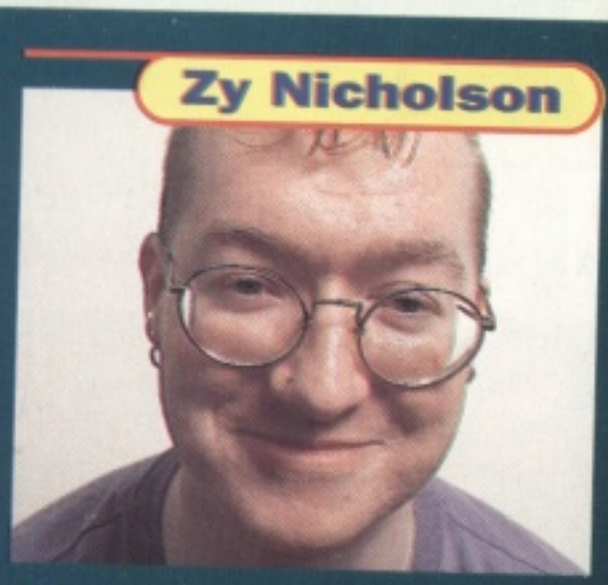
The time:
Ancient Greece.
The place:
Ooh, I don't know. Athens?
And a return ticket, please, because:
I'd soon tire of handsome men feeding me grapes all day. Actually...

Ollie Alderton



The time:
Oo, mid-1930s, I think.
The place:
A newsagents to buy a load of *Detective* comics, where Batman first appeared...
And a return ticket, please, because:
They're worth an absolute fortune now!

Zy Nicholson



The time:
Now.
The place:
My desk, right here. I'm not budging.
No ticket, please, because:
I love it here so very much, especially on deadline. No, really...

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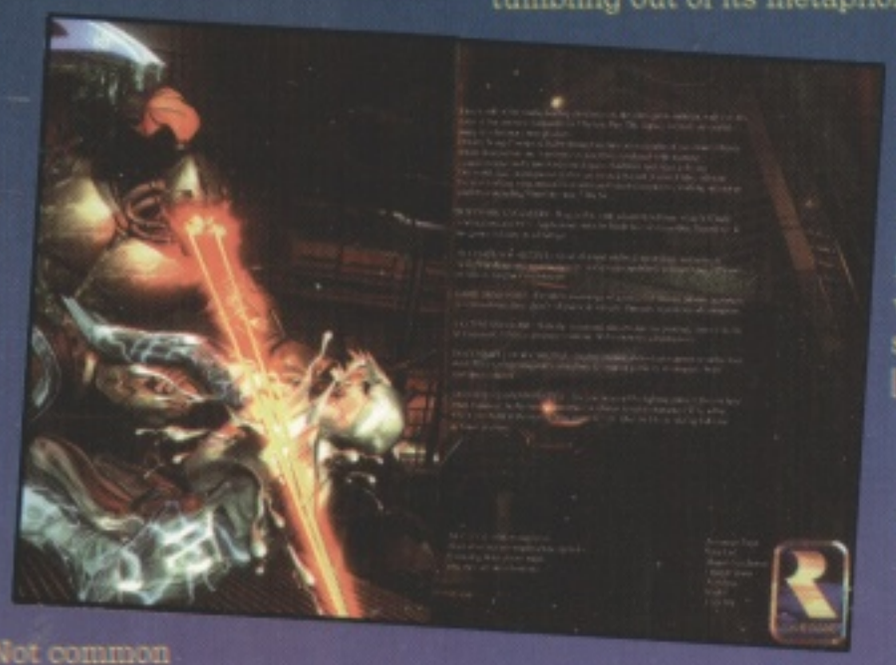
GIZZA JOB! WANT A JOB ANYBODY?

Rare has been involved in a massive recruitment campaign for some time now, with video game trade magazines and prestigious journals such as *Edge* carrying this stunning SGI-rendered advert (inset) which uses the *Killer Instinct* characters Glacius and Meltdown to attract potential game designers.

Rare will be continuing to headhunt over the next two years, so that the company expands from 84 to 250 staff.

Rare's particularly interested in talented people with education and experience in fields such as artificial intelligence and 3D visualisation. Not common skills, admittedly, but then again, this isn't exactly a postcard on the wall of the local labour exchange. If Rare is going to develop for your SNES, it's surely comforting to know they're only prepared to take the cream of British talent.

We know what many *Super Play* readers are thinking at this point, and we're sorry to say that we believe Rare has game testers tumbling out of its metaphorical ears. Good luck to one-time *Super Play* Fantasy Quester Paul Weaver in his new job with Rare. Although if he can get a job with them, surely any... *[snip! – Ed]*.



This is the ad that appeared in *Edge* magazine. An ad almost good enough to hang on your wall, if you're sad, that is.

GAMES! GAMES! GAMES!

So what can we expect in terms of games, then? Well, we know that Rare is currently developing *Goldeneye*, based on the forthcoming Bond movie, for the Super Nintendo. It should be finished by the end of 1995. *Donkey Kong Country* has already sold a staggering 7.4 million cartridges worldwide, so pretty obviously a *Donkey Kong Country* sequel is also rumoured to be on the cards. The feedback we've had from many players suggests that you were as disappointed by it as ourselves, however, so we'll be interested to see how that's received.

It's almost certain that Rare will continue to rely on its ACM (Advanced Computer Modelling) process, and rework existing game styles and genres with three-dimensional rendered SGI graphics livening up the sprites. Existing Nintendo characters could be given a brush-up in this way, and in our interview on page 16 Shigeru Miyamoto confirms that a rendered *Mario* game is destined to appear.

Anyone who remembers the Stamper brothers when they were the top Speccie developers known as Ultimate Play The Game will know that they milked their isometric game engine with many sequels: let's hope they don't fall into that trap again with ACM.

Next month we'll be covering the E3 trade show in Los Angeles, where it's likely that Nintendo of America will announce further games lined up for 1995. So watch this space...

DOH!

Unfortunately old Howard Lincoln, Chairman of NoA, told the press that "Nintendo considers the Rare team the Spielberg of video game development." Which would have been a smart compliment, if only he hadn't made exactly the same comment about DMA Design just last year.

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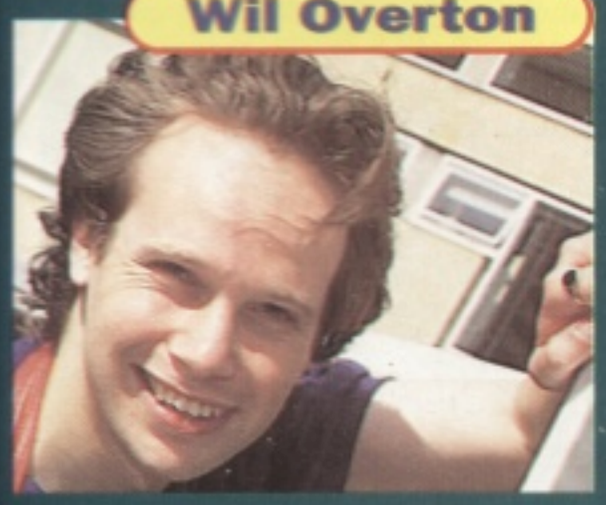
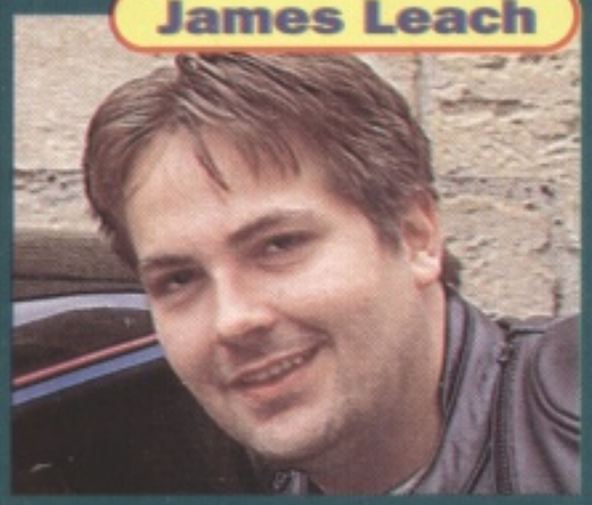
Wil Overton



The time:
1950s would do me.
The place:
Suburban America, just like in a Joe Dante movie. Go exploring & join a gang.
And a return ticket, please, because:
Those drainpipe trousers just weren't me.

James Leach



The time:
Any time in the middle ages, really.
The place:
A large banquet to sup barrel loads of grog and have a wench on my knee.
A one-way ticket, please, because:
You can't have too much of a good thing.

STOP PRESS... Next month we have some exciting news for SNES owners. Something beyond your wildest dreams, but we can't let on yet. All will be revealed!

FOREVER EVERMORE

Secret Of Evermore
Squaresoft USA ● 24 Mbit

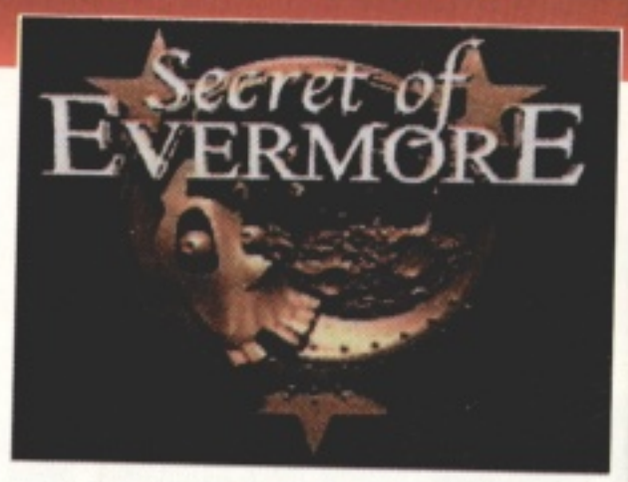
A Funny Thing Happened On The Way To The Forum: the hero discovers Ancient Rome in one of Ruffleberg's fantasy creations.

Many of *Evermore*'s graphics were rendered on an SGI workstation – not as overtly as *DKC*, but enough to lend that light-sourced solidity.

'We tried to get as much comedy and as much campiness as possible... We have constant battles about just how wacky actually to go.' – Alan Weiss, *Evermore* producer

Prepare the sacrifice! *Evermore* draws on the team's own imaginary Hollywood B-movies.

A Jap-style RPG – from the USA? Our man in Seattle delves into pop culture, B-movies and SGI graphics.



When *Super Play* broke the news that Square USA would begin developing games for the West (*SP23*), we knew that an action RPG along the lines of *Secret of Mana* would be on the cards. Thanks to our American colleagues we can reveal a little more about *Secret of Evermore*, due for release in June '95.

1950s America: Dr Sidney Ruffleberg and his team of dedicated scientists have created the ultimate reality trip – a superdimensional universe fabricated from their own fantasies. They cross worlds and are never heard from again.

The 1990s: a boy and his dog stumble across Ruffleberg's crumbling mansion and accidentally reactivate his transportation device, hurtling them into the fantasy realm of Evermore. But the Doctor's dreamworld has turned into a perilous nightmare, and somebody is clearly corrupting the environment to vicious ends...

Working on the game's development is Doug Smith, the man behind *Lode Runner*. For many months now the Square USA designers have been working solidly on the company's first homegrown project, unenviably attempting to recreate the splendour of their Japanese counterpart's finest moments.

So is it, as the name suggests, a Western answer to *Secret of Mana*?

"This isn't the *Mana* engine. We looked at a lot of different games including *Mana* and we took the features that we liked and adapted them, then put in our own features. We really liked the ring menu system, we thought that was really effective, but then we created a different magic system, a system of alchemy, and a system of being able to call the people who imagined these worlds to come and help you out. The programming is all our own," informs Alan Weiss, *Evermore*'s producer.

Music has always been an integral part of of the Square experience, and *Evermore*'s soundtrack is "a mixture of Danny Elfman and John Williams", according to producer Alan Weiss. Composer and musician Jeremy Soule got to work on the team simply by sending in an impressive demo tape; one fascinating new idea he's brought to the project is to make more of random stereo samples in the background, giving a constant ambient feel to the game.

To be honest, we've never had much sympathy for Ted Woolsey's "way to go, dudes" style of translation. Grateful as we are that Square games are at least being translated into something approximating English, there isn't a member of the *Super Play* team who hasn't cringed at some time or other because of an inappropriate or jarring slang phrase that undermines the mood of the scene. Hence the trepidation we feel at *Secret of Evermore*, which is founded on a belief that Japanese Square games just aren't relevant enough to American gamers. Nevertheless Ted Woolsey intended a game with the depth of *Chrono Trigger* or *Mana* but which was based specifically in US pop culture, with humour and dialogue that wouldn't be lost in translation for an American audience. Whilst such a philosophy may alienate some players, it may very well pay off on home turf. More news and pictures next month.

Squaresoft USA's headquarters is based in Redmond, Seattle. As you can guess from the weather.

DROKK!

Judge Dredd – comic book hero, film star and, now, video game personality!

Watch out! Judge Dredd wants to invade your lives this summer – at the movies and on your SNES...

Judge Dredd
Acclaim ● 16 meg

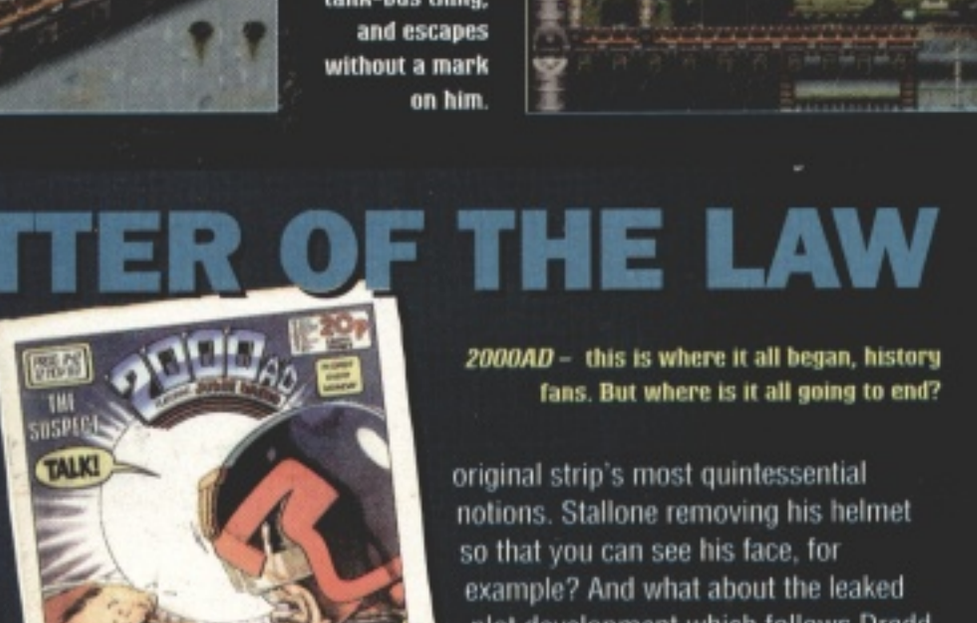
It's almost a surprise that the cleft-chinned lawman who first appeared in Fleetway's seminal *SF* comic, *2000AD*, hasn't appeared on the SNES before. The ruthless deliverer of justice – policeman, judge, jury and executioner rolled into one – seems almost tailor-made for the job, but with the exception of an old Speccie title this is his first videogame outing. And even then, it's only occurred because of the blockbuster motion picture due to hit your cinemas very soon.

You'd be forgiven for thinking that *Judge Dredd* uses a similar game engine to *Stargate*, and, sure enough, the development team behind JD is once again Probe Software. If you've played any *Robocop* game, then you won't have any trouble recognising the formula either: a running, jumping, shooting and climbing platformer with a large scrolling multi-screen environment and lots of perps to pop as you collect vital bits and pieces.

There are bonuses for arresting offenders rather than shooting them, although it seems a little foolish to fill up valuable iso-cubes with no-hopers when your Lawgiver has a full clip. Ricochet, incendiary rounds and other special weapons can be selected with a tap of the L or R buttons.

With all these games based around film licenses, Acclaim is rapidly developing a name for itself as the Ocean of the 90s. I wonder why we haven't heard anything about a *Tank Girl* game yet?

Judge Dredd – the game will be reviewed next issue.



You can arrest bad people and even swing down neon signs, persuading you to have a feed at Otto's.

Judge is so hard, he even manages to stare out this tank-bus thing, and escapes without a mark on him.

THE LETTER OF THE LAW

Crowds always remind me of assemblies, when we were all forced to stand up and sing songs with daft words, such as Coom baya and so on.

Does he look the part? Yes, he does. He looks mean and tough, and willing to take on the entire universe all by himself.

It was well known to *2000AD* fans that the rights to the comic character were rattling around Hollywood throughout the 80s, but only in the past 18 months has the news emerged that 'a project' has definitely been taking shape with the help of a big special effects budget. Recently a trailer for the film even appeared on the internet, showing Sly Stallone riding through MegaCity on a Lawmaster.

Early reports have worried the mature fans, however, by showing a marked departure from the

2000AD – this is where it all began, history fans. But where is it all going to end?

original strip's most quintessential notions. Stallone removing his helmet so that you can see his face, for example? And what about the leaked plot development which follows Dredd falling in love (?!) with a female Judge who helps him to discover his 'human side'? The satirical nature of the comic strip and the anti-heroic stance of Dredd, who once embodied the very worst principles of the authoritarian police state, seems to have been lost on the team involved.

We're very fickle when it comes to action movies, though, so we won't object too much if it's got lots of decent gunplay, explosions and some casual one-liners. It can't be worse than the *Stargate* movie, that's for sure.

FANHUNTER

By Zy Nicholson • YOU'LL FIND NO FINER FANZINES

The Fanhunter foolishly believes in providing a social service, hence the following important announcement. Issue four of the highly-esteemed *Gap* has finally appeared, and editor Onn Lee would like to make it known that he's not been abducted by aliens, contrary to popular belief (or indeed popular demand). Unfortunately his PC was infected with a Pandora's Box of software horrors that ate his hard drive, and *Gap*'s subscriber database proved especially yummy for one hungry little virus. So if you're still waiting for an issue, please send him your full details again now! The editorial content of issue four is consequently a bit out of date, but Onn's determination and enthusiasm would be strong enough to establish democracy in a small banana republic.

With so much other news to cover in the happening world of Ninty, the Fanhunter's forced to report on *Animania & Consoul* magazine rather later than scheduled. As a result of our tardying there's not much to say about Santhosh Nair's rough-edged games and anime zine, but the highlight proves to be a *Bomberman 2* report by the Ed and his mates sitting in and playing through Battle Mode for the first time. It's far from poetic but what comes across is more down-to-earth and more accurately observed than most of last year's reviews by so-called professional mags, unswayed as it is by hype *(a pretentious way of saying they didn't like it as much as the first game – Ed)*.

Any journal that reviews sausages and confuses Jackie Chan with God is worthy of a second plug, in my opinion. *Red Leopard* is the fanzine equivalent of a four dips party pack with a bucket of tortilla chips: tuck in at leisure and share the best literary nibbles with a like-minded friend. The buffet spread contains anime, films, trash culture, convention reports and some cheekily 'reworked' (ie. tealeafed) material that's somehow more than the sum of its innumerable parts. Describing the *Leopard* in a sensible fashion would contradict its quintessential nature, so it merely remains for me to moooooo.

TOP 5
MOST WANTED UK RELEASES

1. Record of Lodoss War
2. Ranma 1/2
3. My Neighbour Totoro
4. Outlanders
5. Silent Möbius

We're not completely in agreement with this list of anime desirables taken from *Animania and Consoul*, but *Lodoss War* is surely a must for RPG fans.

A selection of just three of this month's fanzines: *Gap*, *Animania* and *Red Leopard*.

THE ESSENTIAL SELECTION

Gap
Onn Lee, 125 Arnold Road, Bestwood Estate, Nottingham NG5 5HR

Red Leopard £1.20 plus 30p p&p
329 Finchampstead Road, Wokingham, Berkshire RG11 3JT
e-mail RedLeopard@hpsound.demon.co.uk

Animania And Consoul magazine £1.25 plus 25p p&p
S.K. Nair, 284 Hathaway Crescent, Manor Park, London E12 6LZ

Otaku £1.50 inc. p&p
Anthony Deluca, 40 Stanley Street, Bedford, MK41 7RW

Faster Than Light ('An anorak-free zone for sci-fi and cult fans')
Matthew Parry, 89 Northcourt Avenue, Reading, Berkshire, RG2 7HG

Justice League

Acclaim • 20 Mbit

Older readers may remember the 70s cartoon based on this motley collection of super-powered comic characters, although it's a pretty slim bet. Essentially, *Justice League* was DC Comics' answer to the popular Marvel superteams, but it unfortunately underlined the fact that DC had only a handful of decent individual superheros and busloads of lesser ones. The *Justice League* reference might thus be wasted on a British audience, but at least some of the fighters here are famous enough in their own right to attract the attention of gamers. Names like Superman, Batman, Wonder Woman and The Flash still tend to carry a certain cultural weight, you might say.

Gamewise, we're left with nothing more adventurous than a one-on-one beat-'em-up that owes quite a bit more than a little bit to Capcom's *Streetfighter* games. Fireball, cyclone kick and dragon punch combinations seemed to elicit moves from just about every superhero in the game. It was developed by Blizzard Entertainment, the company behind the disastrous *Death and Return of Superman* (*SP25:* 29%): they've used similarly large meaty sprites for this effort, and you can feel that cultural weight we mentioned when you try to perform a flying kick.

The best special move to appear in our brief encounter with the game was Wonder Woman's spinny thing, mainly because it reminded us of one-time Miss America Linda Carter changing into the Amazon superheroine in the live-action Saturday evening TV series *(sigh, a youth wasted in front of the TV. Go home and rest – Ed)*.

Oh-ho! Two of the world's greatest superpowers do battle. Imagine the bruises they'll give each other.

Despero and Darkseide – not all that well known around these parts, but never mind, eh?

The ROM size took us by surprise – look at that! 20 megabits! – but Acclaim has backed some pretty enormous ventures recently; *NBA Jam Tournament Edition* was a bulky 28 megabits, for instance. We'll be putting the Justice League 'on trial', hoho *(empty your desk and go home. Now. – Ed)* next month. In a, er, review, sort of thing. Naturally. Ahem. I'll lie down, I think.

Aquaman and Wonder Woman fight it out in one of those scary water tunnels you go through at water parks.

WORM WARFARE

SILLY WORM STORY (1)

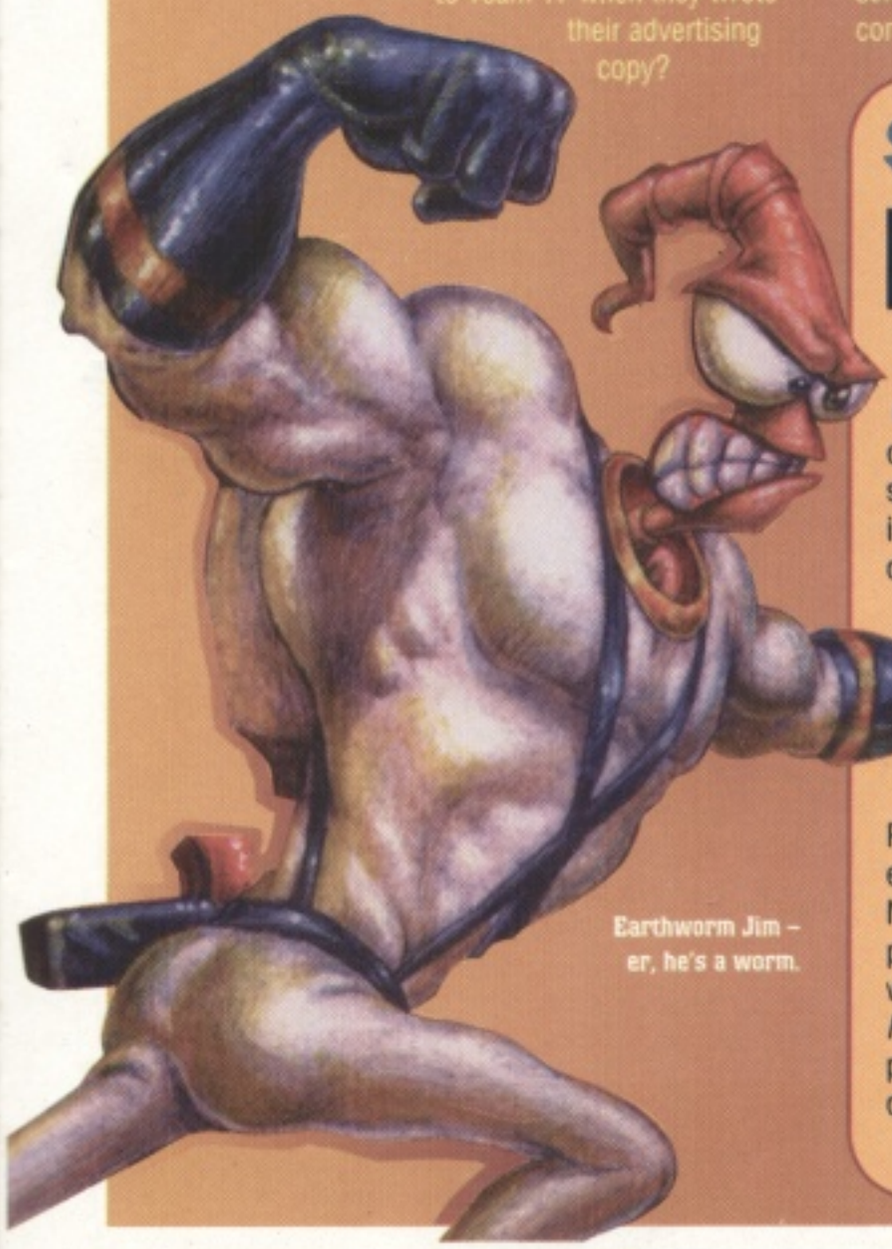
Worms – best known for their ability to make a mess when subjected to a heavy boot – are fighting back and invading the SNES.

'*Cannon Fodder* meets *Lemmings*'. That's how Team 17 is selling *Worms*, its new multi-format battle game, but it makes us wonder what would happen if *Cannon Fodder* really did meet *Lemmings*. Surely the *Lemmings* would be cut down by a deadly hail of M16 clips being emptied into their small furry heads? Then again, the suicidal mammals could convincingly threaten to invoke their mushroom cloud 'nuke' option at the first sign of aggression, thus engendering an unstable ceasefire based on unilateral nuclear capacity. Did this political situation even occur to Team 17 when they wrote their advertising copy?

Nevertheless, it looks like being a topper example of humorously suggested carnage in video games.

Set around a *Lemmings*-style cross-sectional 2D environment, it's a multi-player game where your little worm must try to take out the others *Rambo* fashion with a selection of weapons, traps and tactics with the aim of being the last invertebrate alive. Although these are Amiga screenshots we're using, Ocean tells us that the conversion will appear almost identical. Our experience of previous Amiga port-overs would back up their claim. We'll let them off this time.

The Amiga version boasts up to eight players so it seems certain that Team 17 will make use of the multi-tap for the SNES version, which is something we would like to see. It's been ignored for far too long, for our liking.



Earthworm Jim – er, he's a worm.

SILLY WORM STORY (2)

Even though a tangible Ultra 64 prototype continues to evade the persevering investigations of interested game developers and nosey journalists alike (*Super Play* included, alas), it's a credit to Nintendo's reputation that the 64-bit console has already commanded the pledge of software support from so many respected software houses. The latest name to add to the list is Activision, the US company that established its credentials with its extensive Atari 2600 library and recently graced the Super Nintendo with *Pitfall: The Mayan Adventure*.

Activision's future strategy was recently revealed through a deal with David 'EWJ' Perry's development team Shiny Entertainment. Perry and co. have agreed to create a 3D game engine for the next generation machines from Nintendo, Sony and Sega. Perry's team has already proved its capabilities with the 2D game engine that was behind such commercial successes as *The Lion King*, *Aladdin* and *The Jungle Book*: a clever piece of programming code that has so far generated over one billion US dollars in sales.

One observation we can make at this point is that whilst the hardware companies argue over which of their next generation consoles will become the most popular – be it Ultra 64, Sony Playstation, Sega Saturn or 3DO – the software companies are clearly taking no chances.

Activision are hedging their bets in their decision to produce games compatible for different systems, as they'll have a game to sell for whatever format does best. But experience has shown us that games dedicated to individual systems tend to achieve a higher quality of playability and presentation; a game that can be ported to any system simply cannot be ambitious enough to fully exploit the potential of the hardware on which it runs. Although we understand why the software companies feel reluctant to put all their eggs in one next-generation basket, it remains to be seen if this policy will benefit the games player.

Given the sudden profitable marketability of *Earthworm Jim* – Playmates toys, MCA Universal's Saturday morning cartoon based on the game characters – and the news that *Earthworm Jim 2* is already in production, shouldn't we expect the charming chaetopod to burrow his way onto Ultra 64 too?

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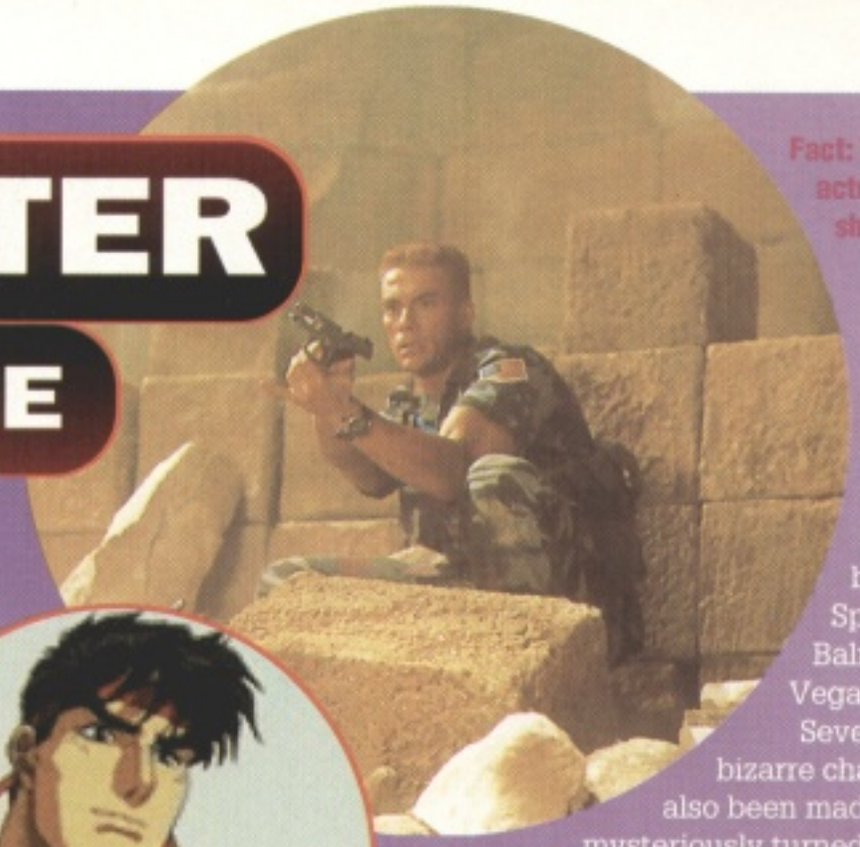
MANGA VIDEO

STREETFIGHTER

THE MOVIE

With Capcom's financial troubles becoming more evident, *Super Play* takes a look at the film on which the games giant has lavished so much of its profits.



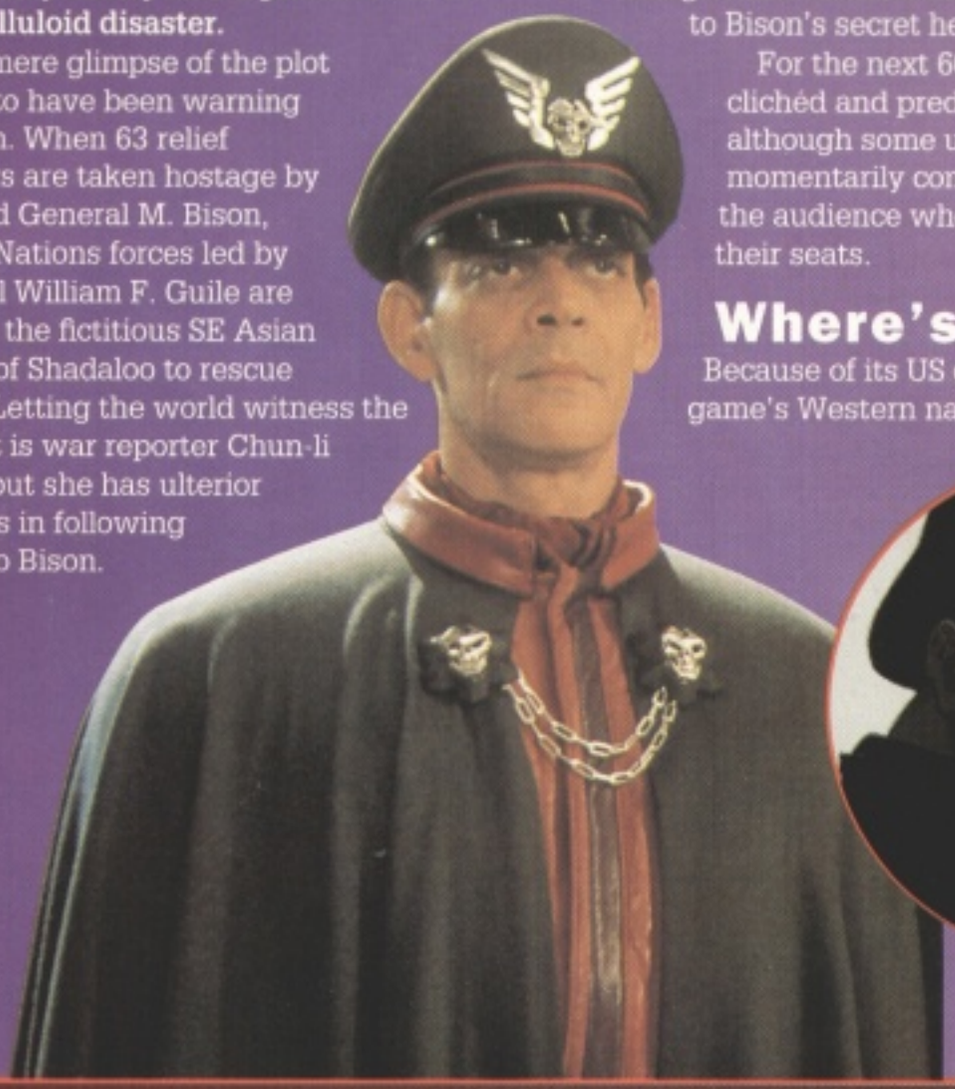
Fact: Van Damme is actually a very short bloke.

When Capcom acquired Steven de Souza (*Die Hard, Commando*) as director and Ed Pressman (*Wall Street, The Crow*) as producer, they must have thought they were onto a winning method of promoting their best-selling game to a wider audience. And so few Hollywood movies come in under budget that it may have been no surprise to them when filming was delayed and the total costs came close to $45 million. But we can only guess at the expression on the faces of Capcom's big suits when they finally saw a preview cut of this celluloid disaster.

A mere glimpse of the plot ought to have been warning enough. When 63 relief workers are taken hostage by warlord General M. Bison, Allied Nations forces led by Colonel William F. Guile are sent to the fictitious SE Asian island of Shadaloo to rescue them. Letting the world witness the conflict is war reporter Chun-li Zang, but she has ulterior motives in following Guile to Bison.

Meanwhile, Ken and Ryu try to con the Shadaloo arms dealer Victor Sagat into buying toy guns: Guile arrests them but convinces the two fighters to play along with a charade that will lead him straight to Bison's secret headquarters.

For the next 60 minutes it's as clichéd and predictable as they come, although some uneven editing could momentarily confuse those members of the audience who are falling asleep in their seats.



Where's Jimmy?

Because of its US origin, the film uses the game's Western names rather than the Japanese configuration. So big boss Raul Julia plays M. Bison, Vega is the vain but agile Spaniard and Balrog is the Vegas boxer. Several rather bizarre changes have also been made. Honda has mysteriously turned Hawaiian, perhaps as a reference to real-life Sumo wrestler Konishki, 'The Dump Truck'. And Balrog is now a good guy working alongside Chun Li, whilst Dee Jay and Zangief are Bison's henchmen.

When Bison discovers that one of the hostages, Carlos Blanka (Carlos?), is an old friend of Guile, the order is given to 'Take him to the genetics laboratory!'. Sure enough, Blanka is treated to some latex make-up and a spot of green dye under the watchful eye of Professor Dhalsim (who played the father in BBC2's *Buddha of Suburbia*, incidentally). The overall effect makes him look like a second-rate Incredible Hulk.

Bison in the movie and in movie pose.

One new character worth mentioning is Captain Sawada, an Allied Nations commander who only appeared briefly in the film but will feature more heavily in the new *SF* game from Capcom.

The only character who is missing from the *Streetfighter the Movie* is Fei Long, but as he was always meant to be a Bruce Lee parody it's with good reason.

LINE POOR ENOUGH TO FEATURE IN 'KINDLY LEAVE THE STAGE':

Honda and Balrog are imprisoned in Bison's dungeon…
Balrog (tugging at his manacles): "Honda, give me a hand."
Honda: "Hey, we've only been in prison two hours. Give it a month."

SHORYUKEN!

We already knew that many of the special moves from the game would not feature heavily in the film's action sequences. But we watched closely, and here's our list of the stunts that made it in.

Guile's Flash Kick – Van Damme pulls this twice on M. Bison, though there's no flash as such.
Guile's tricksterish Double Sweep – sadly the rapid cuts and camera angles would suggest to the uninitiated that he was unfashionably body-popping.
Cammy's Thigh-Clench Throw – the only real move that Kylie attempted, but this one looked quite good. Blimey.
Vega's Back Flip and Rolling Claw – the only character who looked as hard as his game counterpart put in some recognisable shimmies.
Ken's Hurricane Kick – really this was just a jump, roundhouse, land, jump and roundhouse again. Very poor.
Ken's Dragon Punch – oh dear. Shamefully Ken just punches somebody and spins around, much like a child imitating the game in a playground.
Honda's Hundred Hand Slap – we only counted seven slaps. Ninety-three marks duly deducted.
Sagat's Tiger Knee – jumps forward and knees Ken twice in the chest, but fails to cry 'Tiger Knee!'.
M. Bison's Flaming Torpedo – electromagnetic boots supposedly explain Raul Julia flying about on a theatrical wire, so there's no magical blue fire enveloping his body. Shame.
Ryu's Fireball? – in one bout Ryu joined palms at the wrists and punched Vega. There may have been a flash of some vaguely mystical energy, but the film was so heavily cut about that we wouldn't swear to it.

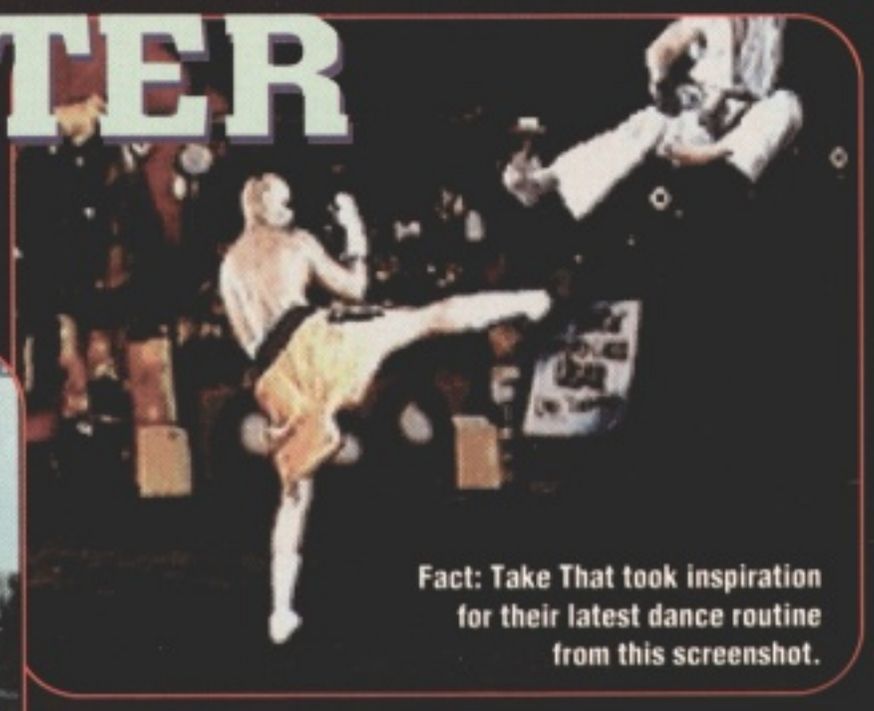
Everything else involved straight kicks and punches, and the fights lacked the sort of streetfighting action we've come to expect from Jean Claude Van Damme himself in films like *Kick Boxer* (a perennial favourite of the boy Mott, who has pointed out its *SFII*-ness in an earlier issue).

STREETFIGHTER – AGAIN?

As we reported last year, Capcom has been working on the game of the movie of the game: a new *Streetfighter* beat-'em-up is destined for arcade and multi-format release later this year. Capcom took the opportunity to capture images of the actors' performing moves, and these have been digitised as sprites for a *Mortal Kombat* style brawlfest. Some sources have suggested that it will use the original *SFII* game engine, although we can't see how that would be possible with significantly larger sprites and different contact areas.

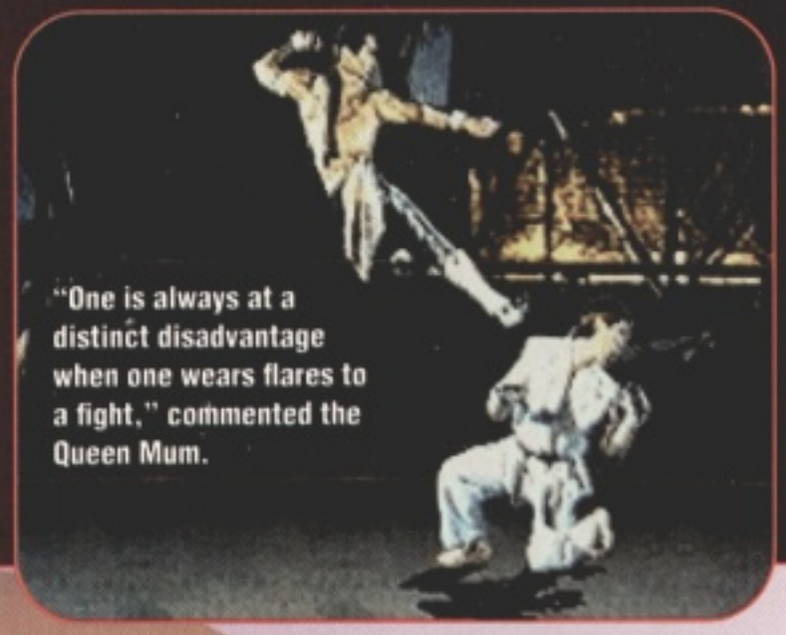
An obvious drawback is that few of the actors greatly resembled the World Warriors they were supposedly playing, and if the moves in the film are anything to go by it'll be pretty dull stuff.

Yet again we ask the wearisome question: is Capcom actually capable of producing anything other than *Streetfighter* games?

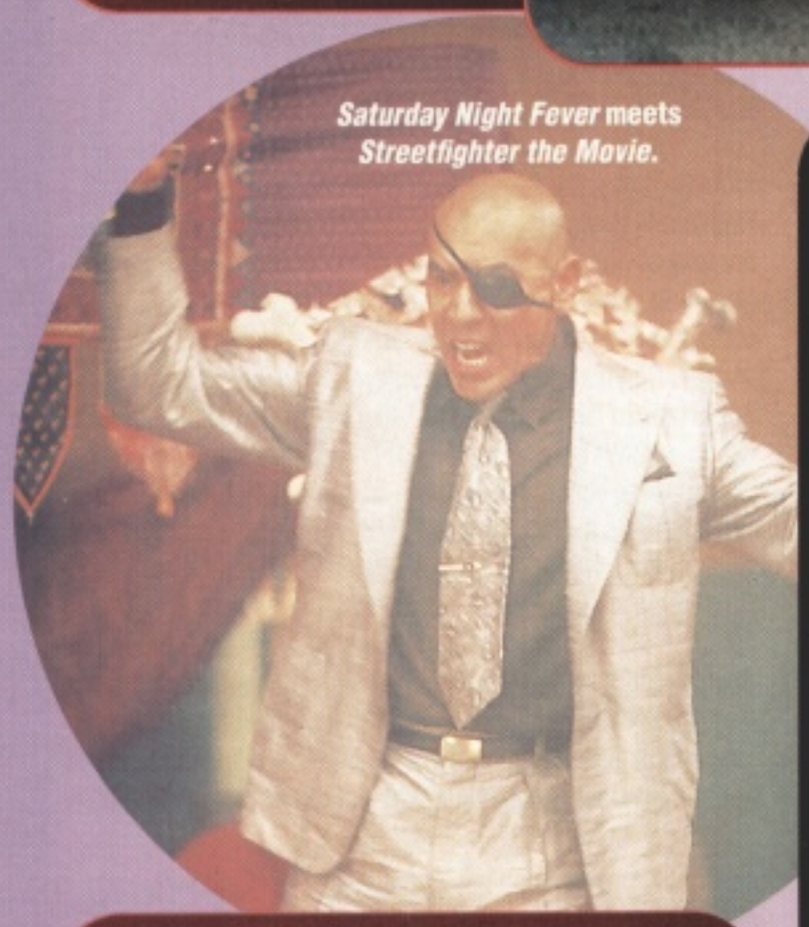


Fact: Take That took inspiration for their latest dance routine from this screenshot.

This piccie shows how Van Damme has been captured on film and transported magically into the game of the film of the game.



"One is always at a distinct disadvantage when one wears flares to a fight," commented the Queen Mum.



Saturday Night Fever meets *Streetfighter the Movie.*

GAMEY BITS TO LOOK FOR

- Whilst in disguise, Chun Li steps inside a barrel as part of a magic trick to entertain M. Bison. The camera lingers on a CAPCOM logo...
- Take a closer look at M. Bison's flying control-room podium and you'll see that it's really an old coin-op frontage, with two joysticks and 12 buttons set against the blue and yellow world map.

VERDICT

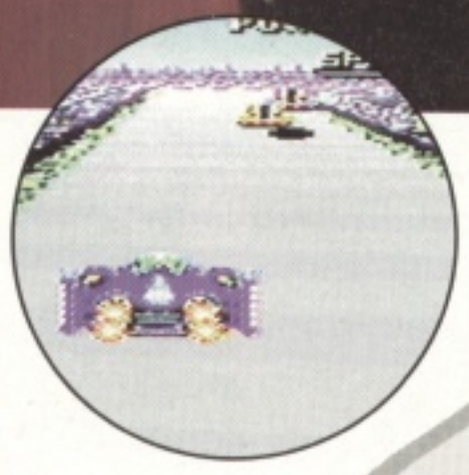
It's almost inevitable that when the larger-than-life characters of a video game are made flesh, they prove disappointing. Even so, this is a bigger flop than we ever anticipated. Despite the enormous quantities of money supposedly expended there's a distinct lack of special effects and the whole affair looks decidedly low budget.

A complete absence of acting talent doesn't aid matters, although Raul Julia camps it up passably. It's more entertaining than the *Mario* movie, because there's so much that's laughable – but you are laughing *at* them, not *with* them. Even younger fans will find the action drags too much to be exciting. Save your ticket money and wait for the overwhelmingly superior anime.

***Super Play* rating: 1 out of 5. A load of old toot.**

With thanks to Columbia Tri-Star for their UK preview showing.

Kylie, cool blokes and guns. What more could you want? Er, a plot?



It's not unfair to claim that Nintendo would never have achieved its incredible success if it hadn't been for the creative talents of one shy and retiring man: Shigeru Miyamoto.

Shigeru

Shigeru Miyamoto joined Nintendo in 1977, when he was just 24. A recent graduate in industrial design, he impressed the company chairman Hiroshi Yamauchi with a portfolio of ideas.

After proving himself a capable toy designer with the company, Yamauchi invited Miyamoto to redesign an unsuccessful arcade shoot-'em-up called *Radarscope*. Finding it to be incredibly tedious, Miyamoto instead looked into the possibilities of the hardware, questioned the programmers and eventually scrapped *Radarscope* altogether to create a new game.

The result of his efforts was *Donkey Kong*: released in 1981, it was Nintendo's very first smash hit. Miyamoto's true genius had been discovered.

He was consequently placed in charge of producing Nintendo's LCD Game & Watch toy. He designed two games for them: a version of *Donkey Kong* and a *Popeye the Sailor Man* licence. The Game & Watch sold in millions, providing Nintendo with the financial strength to move into video games with the NES.

In 1984 Miyamoto was given his own team of researchers to head up. The 30-strong R&D4 unit was called Joho Kaihatsu – 'Entertainment Division' – and went on to produce such successes as the *Super Mario Bros* series and the *Zelda* games on the NES. When the Super Nintendo was developed, Yamauchi knew that Miyamoto would be the man to design games for it.

After producing *Super Mario Bros 3*, Miyamoto's team spent 15 months doing nothing but conducting technology experiments with the SNES to see how far they could push it. The experience they accumulated clearly paid off: *Super Mario World*, *F-Zero*, *Pilotwings* and *Zelda III* were all hits for Nintendo.

Since then Miyamoto has kept a lower profile, working mostly on collaborations such as *Starfox* and *Stunt Race FX*. *Super Play* entered the hallowed offices of Nintendo of Japan to ask him about games, design and the future…

Miyamoto on... Collaborations

What are you doing in America?

Right now I'm working with Paradigm Simulations. There are lots of companies involved in 3D and of course Nintendo wants to use the new techniques being made available. My overseas job is linked specifically to product quality. As you know, the quality of products is very important to Nintendo, so I evaluate products to decide whether they're suitable for us. I'm always thinking in terms of the Nintendo brand, and ultimately I decide if the product is fit for final production.

How easy are you finding it dealing with teams that are based overseas?

The communication with foreign teams is not always easy – our way of thinking is often different – but I must decide whether each product is suitable for Nintendo. There are some enjoyable times, but there are also some difficult

ones. I don't think I should have to force myself too much upon outside teams as it would be harmful to the products they are working on. So instead I play, and we discuss ideas together. I think a producer has to be removed enough so as not to influence the team too much – the less the producer gets involved, the better the product is. If I get involved too much, we start having trouble... [laughs]

Are you doing *Pilotwings 2* with Paradigm?
I can't really talk about it. Generally, though, we want to use the experience and technology that lies in Paradigm's field, like the flight simulation experience, for example...

Miyamoto on... East and West

Did you take your NCL team to America?
I'm working with NoA staff right now, as I went to the States on my own. This month things will change and I'll be in charge of a team of young designers from NCL.

Do you find that Japanese and American production styles differ? How do they compare with your experience of European developers?
I like the English way of working very much. I've worked a few times with English developers and everything was perfect. I'm a little worried about the American way, because in America I worked from a more business position, whereas in England I worked with development teams. I like the English approach because they work the same way as me, I don't know exactly about America...

But like the Japanese, American producers – movie producers, for example – need to be deeply involved in their work; they put in a lot of effort and sometimes there's nothing left for a private life. I'm sure that Americans have an efficient way of working, but sometimes when I work with them they are careless. I prefer working with the English because their way is more 'Japanese'.

And the French?
Oh, I don't really know at all... I can imagine the French on a veranda listening to a serenade, but as for games... Seriously, they are doing some good games. Infogrames' *Alone In The Dark* is the sort of game I would like to make.

Miyamoto on... the shift to 3D

What do you think of the current trend for 3D games?
When *Space Invaders* was written, nobody at that time was able to imagine what the actual technology was capable of, or where it would go – they would have been surprised. Games became more complex, and the consequence was that lots of games appeared that were very different. And 3D gives games even more complexity, so essentially it's just about making games wider in scope. With a 2D game as a basis it's possible to make a 3D game by adding some new points made possible by 3D. Personally, I'm interested in making some new 3D titles based on old 2D ones. The additional complexity offered by 3D gives more possibilities to creators and that in turn is good for players.

"I prefer working with the English because their way is more 'Japanese"

Why are there so few titles available that make use of the Super FX?
The chips are obviously expensive, but speed is the main problem. We have developed games but couldn't release them because of lack of speed, but now we are making progress and this year many SFX games will be released. We haven't experienced many problems during the five years that we have been working with the SFX concept.

Miyamoto on... the Ultra 64

What is your actual role in the Ultra 64 project?
I'm responsible for Ultra 64 software. There are certain companies based outside of Japan who have been working with Nintendo for a long time, and I'm in charge of the quality of their games. I also offer ideas.

32-bit machines are widely available in Japan but many consumers seem to be waiting for the Ultra 64. Why do you think they should wait?
Are they waiting? Well, I think the Ultra 64 will be the cheapest hardware available in the next generation market. And the Ultra 64 hardware itself will be the most powerful among new systems. I think it's down to software really; if the system does not have five or six good games available at launch – and if I don't put in my contribution – consumers will buy other hardware.

It's interesting, but I don't know if people want to play on the Ultra 64; in the same way that I don't know whether existing 16-bit hardware isn't sufficient for the player anyway. Sony and Sega are insisting that the market exists, but, historically, Nintendo is the only company that has sold more than ten million units of hardware. The claim that Sony or Sega would be able to sell as much hardware as Nintendo sounds uncertain. With these ten million units we gained much experience. Saying that another company will be able to talk on the same terms seems strange to me.

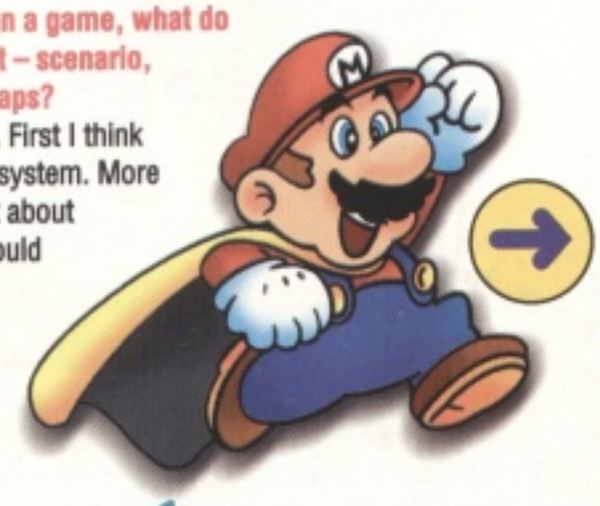
The main problems for Sega and Sony are in identifying that the market actually exists, and in believing that they can reach the ten million mark. The mass media analysis also amuses me – they say that history always repeats itself, but it is simply too early to say whether it is yet right for a 16-bit owner to go out and buy a 64-bit machine.

Miyamoto on... Mario

Mario's original design came about partly due to hardware limitations, so what can we expect him to look like in the future, on the Ultra 64?
I can't really say too much about it... Mario is easy to draw using dots. Now, with polygons, it will be possible to draw his image with more precision. Mario will have a more complex design – his moustache, hat and nose will be drawn more clearly.

Miyamoto on... Creating Games

When you design a game, what do you work on first – scenario, characters perhaps?
Neither of those. First I think about the game system. More precisely, I think about what a player would like to play. I try to make a game from the players'



Miyamoto

The Super Play Interview

point of view and imagine what kind of character they would like to assume the role of. Then I move onto building up the game, adding a scenario, deciding on a setting, the characters and the events that will take place. I try to meet the customer's wishes first. I haven't had much experience in developing RPGs *[this, from the man who created Zelda! – Ed]* but it is important for that type of game in particular.

Do you prefer working on your own, making games from scratch, or do you prefer adding the final touches to semi-completed projects, as you did with *Starwing* and *Donkey Kong Country*?
If you ask me which is easier, I should answer that the semi-completed projects are easier, as I could just put whatever new, exciting ideas I could think of into the game without feeling a 'birth pang'. It is always fun to improve a game by supplementing our skills on half-completed projects (providing that the project is a good one). Making wonderful interactive entertainment from scratch always requires hardship, time, energy and a lot of other resources. However, the skill will never be improved if you are not experiencing the birth pang.

What's the secret of a good game?
Well, to make a game you must put in a lot of effort [laughs]. I'll stick my neck out and say that with the PlayStation games, when you're watching them in action they look good, but, in my opinion, they are not finished at all. A game is finished when a creator decides it is. Among the games developed for Nintendo there are lots of efforts that have to be refused release because they are not finished. To me, when you are making a game, the creator must not allow it to be released just because *he* is satisfied – he must always think about the player's feelings and wishes. Auto satisfaction is not good for creators. I think that European painters, like the impressionist Cezanne, for example, were always thinking of how to surprise the customer – to impress them in a gallery. It is important.

Miyamoto on... Japanese Style

Most of your games have a unique 'feel' – do you think this is your own personality stamp or simply a Japanese style of game design?
I believe that we are not making Japanese games, but Kyoto games, if you follow me. The taste of a Kyoto game is different from that of a Tokyo game, though both are obviously Japanese cities. We Kyotoites hate to follow fashion but rather love to set the fashion. The thing we keep in our mind is that we should always make better games than ever, so that players around the world would praise us.

Do you think your games are humourous? If so, how?
I don't know if our games are humourous. If you think so, it should be because of the nature of us Kansaiites. Kansai is the area covering Osaka, Kyoto and several other cities. The Kansaiites make much of wit and explicit jokes, and are proud of making people laugh. The Kansaiites feel like cracking a joke or two even during serious talk.

Your game styles seem mostly aimed at children, but the videogame market is changing – more and more games are being targeted at adult audiences. Are you going to change your approach?
It's difficult to say. First I want to make games easy to play. I want to make different kinds of games, for adults as well as children. Mario was primarily aimed at children but I think the comprehension of a game is the same for a child, a specialist in videogames, an old person or even a person who has never played a videogame. I think a game must appeal to all these types of people, and that's ultimately the kind of game I want to do.

How do you set the level in a game?
Everybody must be able to play it, from the total beginner to the game specialist. This rule is true even if you make a difficult simulation game. The making of a series is the most difficult thing to do. I think the designer of *Dragon Quest* thinks the same way as me. Even a person who has never played *Dragon Quest* must be able to play *Dragon Quest 3*. The producer must think first about the player.

Miyamoto on... Playing

What is your favourite kind of game?
I don't actually play many games. I like to play around with them, but I don't really spend much time doing it. If you want to play RPGs you have to play for at least five hours to enjoy them and I don't go for that kind of obligation. I like things like *Tetris*, for example, which are enjoyable in a shorter period of time.

What is your favourite videogame?
Well, outside of my own productions, maybe it's *Pac Man*.

How did you start work at Nintendo?
When I joined the company I was working in product planning. We had to choose new ideas to put into production and just about anything was under consideration: toys, new types of motors… It was at that time that I discovered videogames, and I realised that that was the kind of product I wanted to make. So I didn't enter Nintendo with the intention of making videogames, I discovered that later on.

What do you think of next generation machines?
If we look at it simply, or from a pro-user point of view, these machines obviously have certain capabilities. If we look at it more deeply, 32-bit and 64-bit machines are the same – the programming and development is done in the same way. To master these new technologies will take three to five years. It's the same in the arcades – from the very beginning, three to five years were necessary in order for the newly discovered technology to be mastered. This year, for instance, we don't have any programmers mastering next generation technology. We think programmers will begin to master it from around spring next year to the same period the year after, and the products released during that period will reflect that. However, Nintendo has already decided what the themes of these games will be and we also know the Ultra 64 will not use CD-ROM.

So what do you think about CD-ROM?
I shouldn't talk about it… Okay, CD-ROM has a big capacity but is slow. For interactive games, a media format this slow is not so good. People want games with large amounts of data, at a cheap price. For manufacturers of CD-ROM products it's also a good medium because it's not easy to copy. But while production cost in unit terms is low, the cost of developing the data to fill a CD-ROM is increasing. Third parties are not encouraged to make certain types of software on CD-ROM and can be reluctant to develop for it. You do not need high storage support in order to make good games.

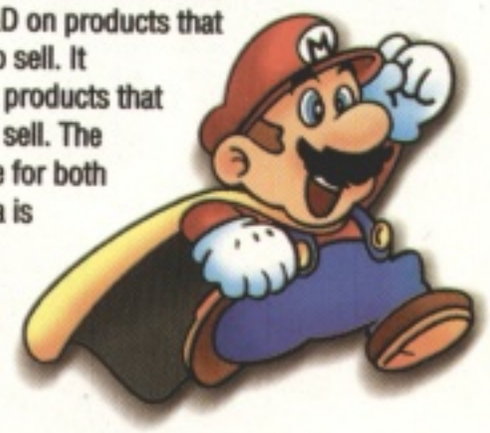
Miyamoto on... The Competition

What do you think about Sonic, Sega's reply to Mario?
I've never really played *Sonic* games much. There are lots of games that try to imitate *Mario*, but Sega did especially well with *Sonic*. Despite his resemblance to Mario, there are some special points that make him different: the energy, for example. Among Mario's imitations, Sonic is a good one.

And how about *Earthworm Jim*, Shiny Entertainment's popular character?
Unfortunately, I have not had the chance of playing it a lot. But I liked the portrayal of him firing the gun. That particular idea is the one that I was thinking about incorporating in my own game; such a portrayal of gun shooting – without the bullets actually flying – could be exhilarating to the player.

What common mistakes do you think are made by your competitors when they imitate your work?
Unfortunately, our competitors seem to try to imitate the surface and just end up making badly balanced games. They never understand why and how we have done what we have to achieve each game's content.

Do you think Nintendo and Sega have the same approach to games?
I think Sega is trying to imitate Nintendo's way of business, but it makes some modifications. Perhaps Sega's particular strengths are its arcade business and capacity to produce new hardware. Nintendo's strategy is different from Sega's – Nintendo gets involved in R&D and markets the results of its research. Sega proceeds in another way – it imitates Nintendo and tries to produce R&D on products that Nintendo is going to sell. It researches only the products that it knows it wants to sell. The results are the same for both companies but Sega is always thinking in terms of the market.



"Among the games developed for Nintendo there are lots of efforts that have to be refused release because they are not finished"

SIM CITY 2000

The highways are jammed with traffic, the prisons are overflowing with recidivists and the overworked nuclear reactors threaten to pollute crowded residential areas with toxic radiation following an inevitable reactor meltdown.

But enough of Britain in the 90s. Following our news scoop on the best-selling computer game *Sim City 2000* back in issue 28, we can now reveal more about the finer points of HAL Laboratory's SNES conversion.

The game follows the original structure in that it has three distinct parts:
• Practice mode. Designed to lead you gently into handling the controls, with plenty of hints for beginners. The CPU sets an example on screen and prompts players to follow it.
• Free mode. This is where you're left to build your own city from scratch.
• Crisis management (see Godzilla vs. The Space Monster box below).

Rumour has it that fans of *Sim City 2000* on other formats have had to be surgically removed from their computers.

Hints and tips in the original relied on the uncannily impunctual Dr Wright popping up to tell you why your city was going horribly wrong. But the media is king in *SC2000*, and you can follow public opinion by reading the headlines of the local 'newspaper' which the SNES generates at opportune moments.

In Free mode the game only has six different pre-set maps, as opposed to the hundreds of randomly-generated maps of the original, but it's possible to modify, excavate and landfill the landscape to a certain degree. The six maps on offer vary in the ruggedness of their terrain, from exposed flatlands to rocky rolling hills.

The marked increase in detail is what sets *SC2000* above its predecessor. Whereas the first game required you to supply electricity and build railways, you're now set the task of laying out the water pipes and designing your own underground network. Whilst the original allowed you to construct major highways, *SC2000* goes as far as designating bus stops for road-based public transport. It even includes information tables about neighbouring cities to compare to your own: very important if you want prospective tax-payers to flock to your new high-rise apartments.

Life in the future is a scary vision of large one-eyed monsters...

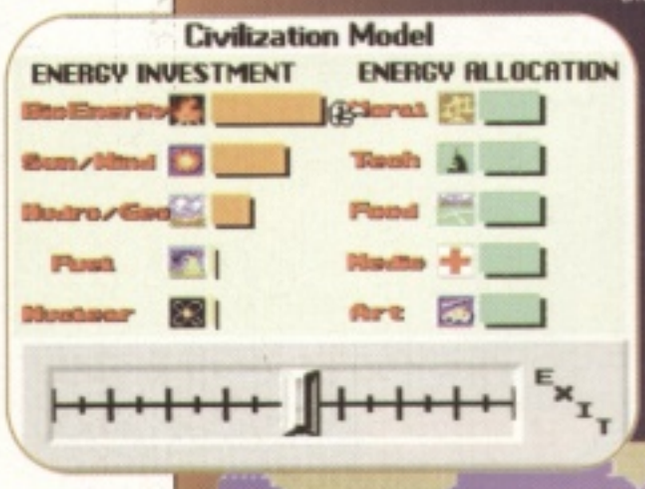
It's no surprise that *SC2000 SNES* should originate in Japan: regular readers will know that a broader range of titles exists for the Super Famicom than we can ever hope to see in the UK. Sadly, we also know for a fact that Imagineer UK has no desire to translate the game: its immense ROM size – recently increased to 32 Mbits following production difficulties – and weighty battery back-up would make it extremely expensive to manufacture as a PAL cartridge, and that would mean an undesirably high price tag of over £60. Rather difficult to justify when the original *Sim City* game can be had for £20 or less. We'll just have to wait and see if Nintendo itself picks up the gauntlet; but in the meantime, keep writing to tell us what you'd say to *Sim City 2000* on your SNES.

SIMS

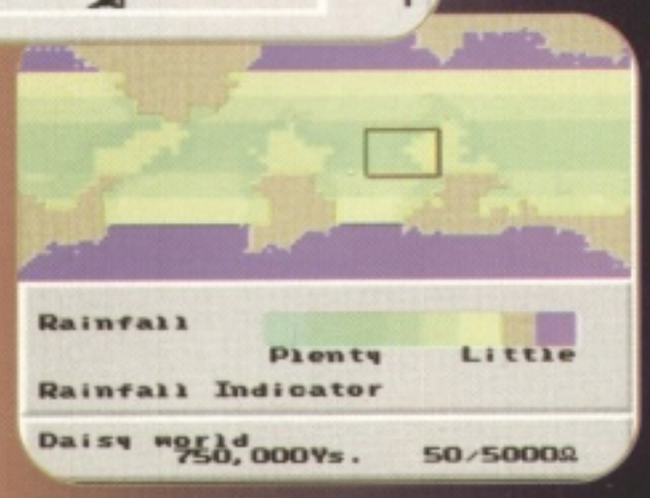
Sim games by Maxis have always been more popular in Japan, but did you know that three such efforts have already made it to the Super Famicom?

Sim City
Modified for a console audience, with Shigeru Miyamoto himself responsible for such touches as Dr Wright's bumbling light relief. Now available at a budget price.

Sim Earth
Dull presentation, tedious game. This one disappeared up its own Gaia Hypothesis, as Matt Bielby put it.



***Sim Earth* looks dull, and we'll let you into a secret... it *is* dull.**



Sim Ant
You play an ant in the carpet, dirty little monster, eating all the morsels, picking up the rubbish. Actually, you're an ant in the backyard of a leafy suburban house. Even less interesting than it sounds, if you can cope with such a thought.

GODZILLA VS THE SPACE MONSTER

The original *Sim City* game on SNES retained the disaster missions, wherein you were given a ready-built city and entrusted with saving it from a natural or man-made catastrophe. One of these scenarios involved a monster trashing Tokyo in true Godzilla fashion, but because of Nintendo's involvement in the translation, the monster became none other than King Koopa himself, Bowser, from the *Mario* games.

Look closely at the menu icons, however, and you'll see that Godzilla wasn't quite eradicated from the game. Nintendo wasn't any more successful than Mothra, King Ghidorah or the Smog Monster in this respect.

In *Sim City 2000*, however, the futuristic tone of the game practically begs for an extra-terrestrial invasion. You won't be disappointed by this enormous dark tripod, a condo-crushing war machine of alien design.

FANTA

This month, a far-flung future mutant apocalypse scenario from electronics company Pioneer LDC, and a two-player hip-hop gang of thieves from Yanoman.

Larger than normal and not too deformed and cutesy, the characters of *Bounty Sword* make their way cross-country.

Some sort of magic attack, methinks?

Bounty Sword

Pioneer LDC ● 24 Mbit

The date is 4095. For many years the world has been ravaged by wars in which thousands upon thousands of people were killed and nuclear weapons were deployed. The leaders of all countries have signed a treaty and a new era of peace is cautiously emerging, but nationalistic sentiment is far from dead and ethnic tensions still seethe below the surface.

One terrible consequence of the nuclear bombardment and dangerous radiation aftermath is the appearance of mutants, wild zombie-like scavengers who regard human beings as little more than food. Moreover, many of those who were soldiers in the wars have now deserted to become bandits and thieves: the forests and highways are perilous to travel.

The player takes the role of Sword, a hero from the oddly-named country of Line Metal. The neighbouring land, known as the Empire, is ruled by a dark knight called Ajax. The Empire pays lip service to the peace treaty but Ajax has plans to expand his realm. Although it sadly falls prey to a humdrum 'rescue the princess' plotline, Pioneer's developers claim that their cleverly designed plot tree allows for 53 possible scenarios. You can play out a different story every time, without ever being really sure of what will transpire.

Bounty Sword's real-time active battle system is also rather novel in that you can issue orders to your CPU-controlled associates who then act them out automatically in 3/4 view. The five other members of Sword's party have their own individual style of fighting or spellcasting, but the strategy lies in combining their techniques.

The game's character designer is Yamaguchi Hiroshi, who may be known to manga and anime fans as the man behind *Bastard!!*. More recently he was responsible for the comic *Kidousenshi Gundam 0083*.

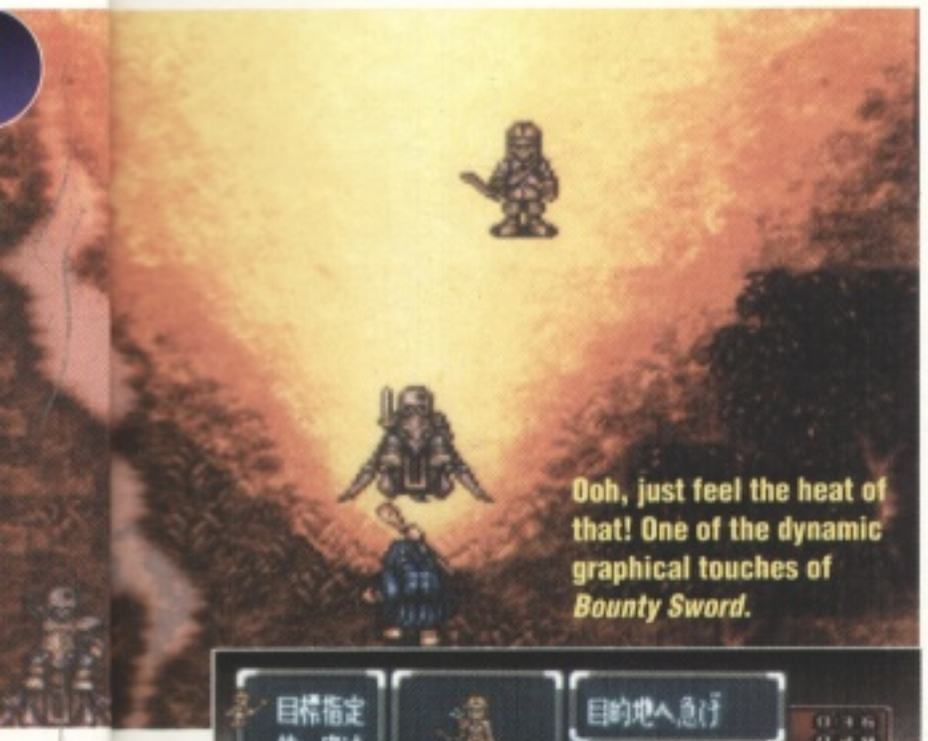
EASTERN PIONEERS

As one of the leaders of the Japanese electronics industry, Pioneer have always wanted to move into the videogame market. Two years ago the company launched its own hardware, the LaserActive console, which utilised full-size Laser discs. Because of the limited interactivity of LaserActive software (normally of the *Dragon's Lair* variety), it never achieved any great success, but Pioneer are still (actively!) pushing the concept in Japan.

To date, Pioneer LDC have actually had more success with their anime output, with titles such as *Moldiver* and the smash hit *Tenchi Muyo Ryo Oki* to its credit; it also explains how the company can sign up famous illustrators to work on their games. But at 24 meg, *Bounty Sword* is their biggest venture on the Super Famicom and it's getting considerable coverage in Japan. It will be interesting to see if Pioneer LDCE

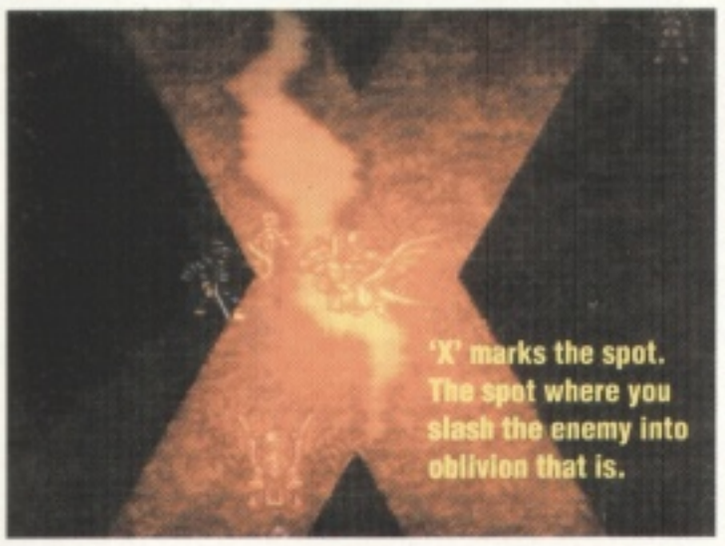
ASY QUEST

by Nic De Costanzo and Zy Nicholson



Ooh, just feel the heat of that! One of the dynamic graphical touches of *Bounty Sword*.

Pass out the orders to your comrades in *Bounty Sword*'s strategic element.



'X' marks the spot. The spot where you slash the enemy into oblivion that is.

(recently set up to handle Western distribution of its anime productions and Laser Discs) decides to dip its toes into the games arena. Could we be seeing *Bounty Sword* over here soon?

DS, the anti-hero of Pioneer's Jekyll and Hyde anime *Bastard!!*

Rejoice

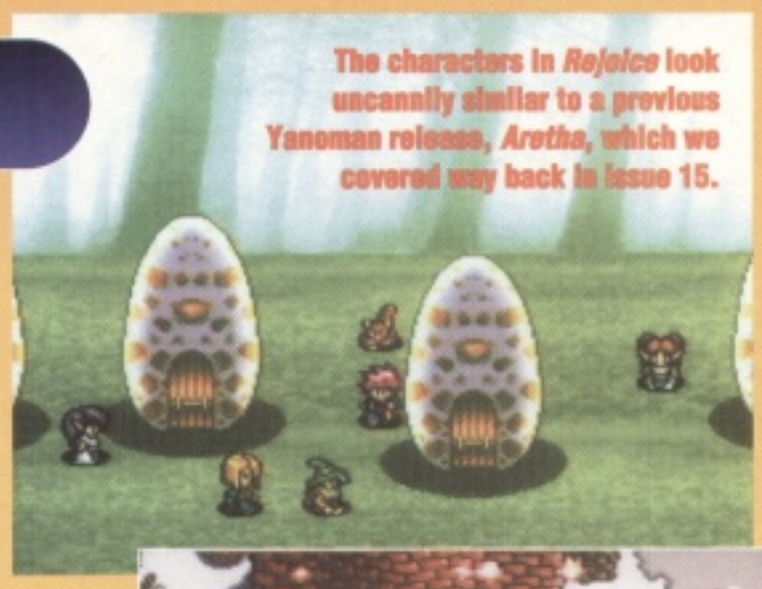
Yanoman ● 16 Mbit

Rejoice doesn't so much stand out as hit you in the eyes, thanks to its bold colourful graphics and bizarrely fantastic designs. The game's creators wanted to make an RPG with a sense of humour, and they claim the background music will be '90s hip-hop'. The Japanese have an odd way of recycling Western culture, so there's no way of telling what that will sound like. Battles are conducted in real-time, and the game supports two-player simultaneous play.

'Rejoice', holy as it may sound, is nothing more than the name of a gang of robbers led by a master thief called Toreno. In search of a quick buck, Toreno and his friends accept an assignment from a wizard called Benmarukisto: the magician wishes to acquire the Statue of the Goddess, and offers to reward Toreno with a 'letter of force' if he and his accomplices rob the Statue from the cavern where it has always been safely held.

The thieving little snipes find the statue and steal it, but in doing so they unleash the wrath of the gods. Oops. An earthquake rocks the land and a tsunami* crashes across the coast. Toreno and his band of crooks return to find their village under the waves. You play Toreno, and this is where your adventure begins...

** A devastating ocean wave of incredible height and speed caused by seismic activity. The Japanese name means, literally, 'harbour wave'. Who says video games aren't educational?*



The characters in *Rejoice* look uncannily similar to a previous Yanoman release, *Aretha*, which we covered way back in issue 15.

"Could the Statue be in the slippy slidey ice village?" muses a frozen Toreno. Thieving's just no fun in the cold.

Deep in the dungeon of the phantom candles, our heroes find treasure!

Above: More dungeon madness, this time in an isometric perspective. "Open the box and run, the maggots are almost upon us!"

Right: A slightly more *Zelda*-ish scene where you may or may not have to fight off the advances of giant funghi.

Left: The rather *Gundam*-like Valkyries of the new *Macross 7*.

If you want to see what the *Yamato* fuss was all about, Kiseki films are now releasing the original *Starblazers* series in the UK.

Whereas previous *Macross* s
usually relied on the singing
of just one idol star, *Macross*
a whole rock group – Fire Bo
Eurovision, an

Pondering on the past. *Space Cruiser Yamato*, in its American incarnation of *Starblazers*, was the first taste of anime for many Western fans.

Better the second time round?

ANIME WORLD

Pronounced 'ah-nee-may'

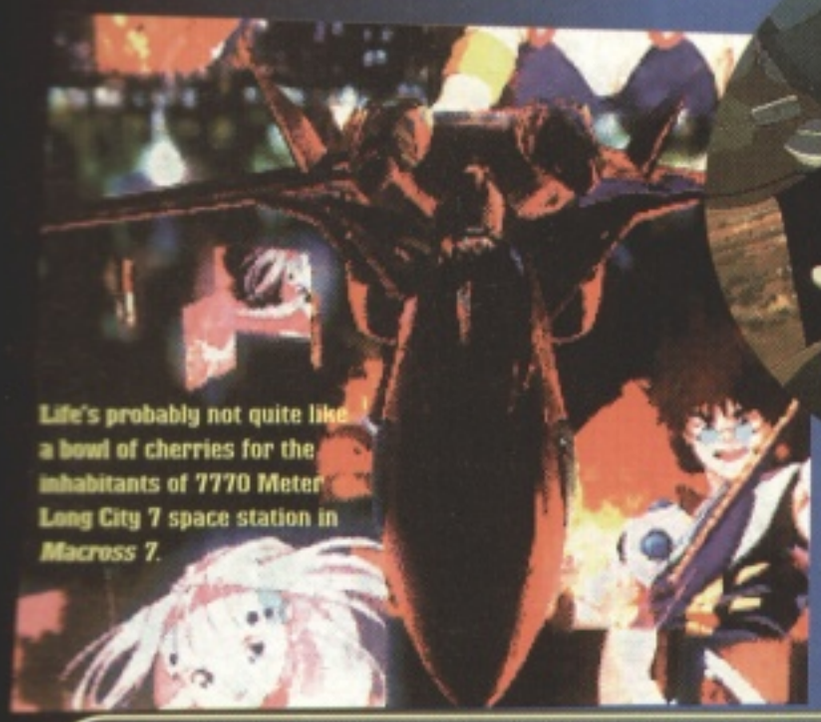
Sequelmania

by P J Evans

Nostalgia is a powerful force – a kind of mental security blanket. Even in Japan, a country which has seen more progress in 50 years than we have in 200, the yearning for a more comfortable, familiar time still lurks at the heart of every salaryman. Today's wage-earners were growing up just as anime was finding its feet, and the great shows – *Space Cruiser Yamato*, *Macross*, and the like – were being seen for the first time. Many of those first anime fans have children of their own now, and must look at the anime their offspring watch with mixed emotions: impressed with the slick animation and computer graphics, yet fondly remembering the stirring theme-songs of their own favourites, the depth of the storylines and the width of the flares. And just as a gas will expand to fill the space provided, so anime will grow to fill any market niche it may perceive.

Leiji Matsumoto has created a whole bunch of classic animes, from *Galaxy Express*

Designs for the new *Yamato* were done by none other than artist extraordinaire Syd Mead. Mead was also responsible for designing one of the films that has had a dramatic impact on the look of many newer anime series (like *Bubblegum Crisis*) – *Blade Runner*.



Life's probably not quite like a bowl of cherries for the inhabitants of 7770 Meter Long City 7 space station in *Macross 7*.

Above: *Yamato 2250* is still full of melodrama and conflict.

Fire Bomber's hothead guitarist and vocalist, Basara, also proves a rather nifty Valkyrie pilot in *Macross 7*.

ANIME CONTACT

Anime UK **(£2.70) and** ***Manga Mania*** **(£1.95) are now both available from all good newsagents.**

999 and *Captain Harlock*, to *Queen Millennium* and *The Cockpit*. His best-known work, especially outside Japan, is *Space Cruiser Yamato*, which effectively re-fought World War II in space. The famous Japanese warship of the same name is rebuilt as a space-going vessel (don't try to work out how – that way lies madness), and sent into battle against hordes of invading aliens. Heroic and melodramatic in the extreme, *Yamato* captured the hearts of the viewing public despite relatively crude animation and some costume designs which wouldn't have looked out of place in *Saturday Night Fever*. It even went to America in the re-dubbed form of *Star Blazers*, winning hearts and minds all over the States. From its inception in 1974, *Yamato* grew to encompass three TV series and five full-length movies, sinking for the final time in 1983.

However, *Yamato* had become a legend, and legends never really die. *Yamato 2250 volume 0* was released in Japan at the end of last year, with new-style uniforms and character designs and a funky new version of the great ship herself, rebuilt from the keel up by American designer and 'Visual Futurist' Syd Mead. If the man's name rings a bell, it's because he's acted as technical planner on a number of Hollywood movies, including *Blade Runner*, *Star Trek: The Motion Picture*, and *Tron*. Like most of the current crop of resurrections, *Yamato 2250* will be an OAV series, but given the massive popularity of the original, anything is possible.

Originally released on Japanese television in 1982, *Super Dimension Fortress Macross* was another classic tale of mighty spaceships and invading aliens, as a huge space fortress crashes on Earth and is fought over by the giant Zentradi and the valiant, robot-equipped forces of the UN Space Navy. Mixing space opera and soap opera almost effortlessly, *Macross* was one of the most popular anime shows in Japanese history, and its characters and mecha are still icons today. Not only that, but when the show was re-scripted in America to form the first segment of Harmony Gold's *Robotech* saga, it recruited a new army of fans. To many, even today, *Macross* is anime.

In 1992, a six-part OAV series, *Macross 2: Lovers Again*, was released almost simultaneously in Japan and the USA. The reactions to the show were a little mixed – while *Macross* fans got to see an official sequel to a show they loved, none of the original cast appeared, and anyone who hadn't seen the *Macross* TV series was left rather mystified at powerful aliens being rendered helpless by pop songs.

Late 1994 saw two more additions to the saga: *Macross Plus* is another OAV series, with sleek, state-of-the-art computer animation and battle sequences that have to be seen to be believed. Marred only by a cast of unlovable characters, the show consists of four OAVs, the first couple of which are available from Manga Video right now. In Japan, *Macross* has recently come full-circle with Macross 7, a brand new TV series featuring some of the original cast (and their descendants) in a story that both echoes the original and adds to it, and shows the popularity of the original in the fact that a multi-episode show for TV is a seriously huge financial risk compared to OAVs.

Back when the *Macross* TV series finished its run in 1983, the show that took its place was *Super Dimension Century Orguss*. This got pretty popular too: little wonder, seeing that most of the *Macross* production team were employed on it, and used exactly the same stylistic hooks (transforming mecha, soap-opera style love-triangles, Mikimoto character designs, etc) to grab the audience. Set in a world fractured into a jigsaw of different realities by a dimensional bomb, *Orguss* centred around a fighter pilot from our reality, and his efforts to protect a factory-ship full of mildly alien girls from marauding humans and machine-people.

The six-part OAV series *Orguss 02* makes little reference to its predecessor. The dimensional rift is mentioned in passing, but it is now 200 years later, in a world that looks like a mixture of feudal Victorianism and the Industrial Revolution. Add to this large numbers of ex-*Orguss* mecha being unearthed and repaired, and two nations on the brink of all-out war, and you have a perfect set-up for court intrigue, internecine back-slapping and plenty of giant robot action. *Orguss 02* is well-balanced and nicely produced, and while not as glossily in-yer-face as *Macross Plus*, scores a lot higher on the all-important character front.

This recent burst of anime nostalgia has created a twin market – fake retro shows like *Giant Robo* and *Kishin Haiden* seek to recreate the past with big hair, rivets, and steam-driven mecha, while *Macross*, *Orguss*, and *Yamato* have been re-invented. All the benefits of modern animation techniques and MTV-style visuals have been added to make them appeal to a new generation of fans, and to update what has come to be seen as classic, but old-fashioned. People who felt good about *Macross* in 1983 can feel good about it now.

Even nostalgia isn't what it used to be. See you next time.

Bringing up to date the long-running fan favourite *Super Dimensional Fortress Macross* is the new Japanese TV series *Macross 7*. Set in 2045, the first episode aired on 16th October last year.

LIVE FROM HELL CITY

By Nic de Costanzo

ELECTRIC TOWN

In the words of that old reggae classic we decided to rock down to electric avenue. Yes, hidden away, in the depths of Tokyo is Akihabara. This is *the* place to go for all manner of bargains – from hi-tech electronics to video games...

Yep, see that cart in the middle – that's our featured game this month, *Chrono Trigger*, and already it's massively discounted over in Japan. Barg.

In Tokyo, more than other big cities, each area has its speciality. If you want to buy a bike you head to Ueno; for a camera you should look to Ginza; and if it's books or musical instruments you're after then you need to check out Kanda. But if you want to buy some electronic consumer goods, you simply must go to Akihabara.

Akihabara is nicknamed the 'Electric Town'. The area is located in the north-east of Tokyo and it is said to be the biggest electronics quarter in the world. Expansion in this area of the city began after the Second World War, when it became a stockpile for electrical parts. If you wanted to buy transformers or electric cable, this was the place to go.

With the electronics revolution of the late 60s and early 70s, Akihabara became a prime source of solid-state components. Most of the electronics-related companies began to set up their offices in this part of Tokyo. This meant that the latest household appliances and

LASERDISC

LaserDisc is the popular form of video reproduction in Japan. Video is actually, and surprisingly, very expensive.

Akihabara is the shopaholics' paradise. Bargains galore are there for the buying. Just make sure you've got your credit card handy.

MINI-MART

Micro products and miniature gadgets are trendy in Japan right now. Indeed, a new kind of otaku has appeared; they are fascinated with microtech, and generally use it to spy on other people (cf. *Sliver*...)

Hmm... that electronic toothpick might be useful.

Elbows at the ready – these stores are crowded with bargain-hunters.

electronic goods appeared there first, and so the district began to draw in customers who wanted to own the latest goods. From the mid-80s until the present day, Akihabara's economy has been booming.

Every six months or so a product line becomes out-moded, and the companies release a new range or upgrade: the old range is then discounted at 40 or 50%. Bargain hunters are attracted by these offers too, so Akihabara has something for everyone.

Akihabara has become increasingly dedicated to computers and video games. But, amongst the PC and console game shops, it is still possible to find some electronic component vendors reminiscent of an earlier age in Akihabara's history. Below the subway, in dark and narrow corridors, a seething underworld of independent stalls (called senmon ten, 'specialised shops') trades on. Each shop is devoted to selling just one type of product: transformer, cable, second-hand computer or video, mini-camera, mini-micro...

Two years ago, game shops were not so common. Now, entire stores are dedicated to videogame culture. The most famous two are, perhaps, Softmap and LAOX. These shops do sell computers but most of their business is in videogames software and hardware. In true Akihabara fashion you can also buy used games and peripherals, with few restrictions on what appears there second-hand.

Chrono Trigger and *Front Mission* were available on the second-hand market only one week after their official release in Japan. They were competitively priced at 6200 yen and 5600 yen respectively, despite the fact that the RRP for both was 11400 yen! Second-hand SFC software price starts at around 980 yens (under this price you can be sure the game is so dire that even the title screen isn't worth your time) and increases to a maximum of around 6200 yen for new and fashionable software.

Sadly, illicit Hong Kong bootlegs are also available in Akihabara. Down on the streets it is possible to find makeshift tables displaying pirated and copied Famicom (NES) and Game Boy cartridges. For 4000 or 5000 yen you can buy 200-300 games for your old 8-bit or handheld. You might think the law would intervene more regularly, but it goes to show how it is possible to sell anything in Japan – just so long as you've asked the authorisation of the local Yakuza gangsters.

Row upon row of video games – often at unbeatable knock-down prices. Wait as long as a whole week after a game's official release and pick up the bargain of a lifetime.

Of course, in each of the video-games shops it is possible to sell back your finished and useless games. All shops have a kaitori ('buy back') counter, and use an official quotation for video games. It is also possible to buy any kind of hardware or videogame accessories – with a little bit of patience, you too can find the analogue steering paddle of your dreams for a knockdown price.

An old model Famicom is sold at a price of 4580 yen, and in many shops there are big boxes of second-hand Famicom games. The starting price for these games is 500 yen and the average price is nothing more than 980 yen. Anime shops are also numerous in Akihabara: usually if you want to obtain the fashionable LD (LaserDisc) on its release date you must book it around one month before. But, happily, like video games it is possible to buy some second-hand LD at a cheap price.

The latest "in" product to hit Akihabara is koojin soft or 'individual's software'. Individuals are making their own computer graphics software (generally static artwork or low interactivity games) and selling them on a floppy disk.

The best examples are selling by the bucketload and the successful creator gets a slice of the profits. Popular CG may even develop into a series. The quality of these efforts isn't great, it must be said, but many kinds of otaku are attracted: vidgamers, mangaheads, animefreaks...

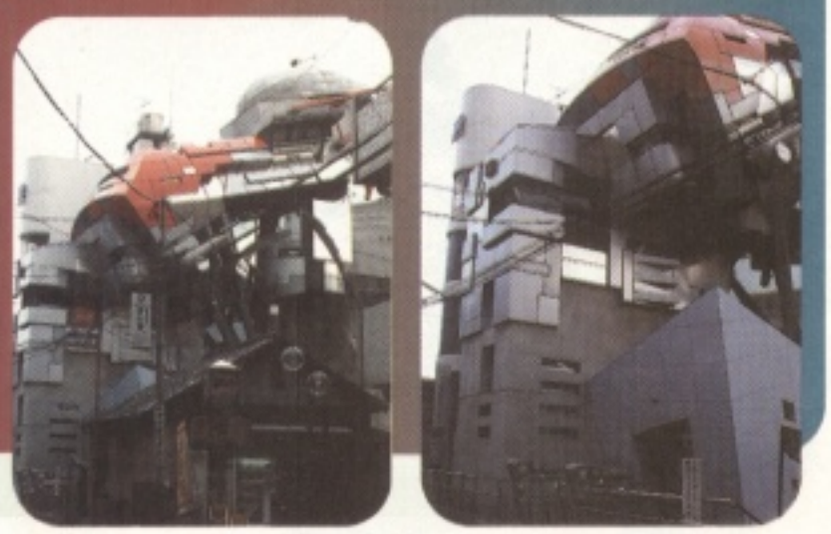
In this part of town it is possible to find almost everything related to video games. Even Future Publishing publications are present – at a discounted price of course – such as *EDGE* for only ¥980!

On each and every street corner it is possible to find a console and play the latest game almost one month before the official release in Japan... Akihabara is becoming increasingly video game orientated, with more shops opening or reconverting in order to sell consoles, cartridges and CDs.

HI-RISE STYLE

This building in the district of Shibuya is rather notorious. Although it might look like it's ready to transform, it's actually an architecture school. We guess the architect behind this particular effort watches too much *Gundam*.

Wimpey or Barratt Homes never looked this good. And imagine if Albert Square looked like this.



Han Solo Captain James T Kirk Batma
n Professor Bernard Quatermass Flas
h Gordon Destiny Angel Judge Dredd C
aptain Nemo Doctor Who Joe 90 Capta
in Jean-Luc Picard Will Robinson Miss
Moneypenny C-3PO Logan David Lister
The Stainless Steel Rat Captain Natha
n Bridger Jerry Cornelius Number Six
Luke Skywalker Fox "Spooky" Mulder
James Bond Commander Benjamin Sis
ko Avon John Connor Ripley Ed Strake
r Pink Ranger Paul Atreides Robocop L
ieutenant Commander Data Steve Aus
tin Blake Tank Girl Rimmer Mean Mach
ine Angel Buck Rogers Commander Wil
liam Riker Daredevil Troy Tempest Mr
Spock Frodo Mad Max Conan Pinhead
Nova Darth Vader Jake Cardigan Sapp
hire Johnny Mnemonic Major Kira Fre
ddie Kreuger Captain Black Alex Tasha
Yar The Shadow Sarah Jane Smith Sc
ott Tracy Barbarella Godzilla Comman
der John Koenig Peter Parker Taylor B
lood Doc Savage Yoda Colonel Wilma D
eering The Master John Constantine F
u Manchu Jeff Randall Clark Kent Dar
win Rick Deckard Marty McFly Indiana
Jones General Ursus Billy Pilgrim Qua
rk Dana Scully Captain Kathryn Janew
ay Wedge Connor McCloud Guile Robby
the Robot Lestat Napoleon Solo...

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interesting people in

SFX

The World's Best Science Fiction Magazine

First collectors' issue
on sale Tuesday 23 May

SUPER QUIZ

Incredible as it may seem, enthusiastic regular Dan Whelan sent us an entire exercise book packed with Super Quizzes. We calculate that it contains enough questions to last us through to the year 2007, when the Ultra 128 is a dying format and Future Publishing title Ultra Play covers all the latest news on NU128 bubble-clip software, holo-anime, and the forthcoming Supradimensional Nintendo Entertainment System.

But we couldn't wait that long, so here's some of the best material and some of our own. And the poor bloke actually ASKED to be paid in *Super Play* pens. Heh, heh, heh.

EASY

- Who's the connection between *Plok!* and *Rock 'n' Roll Racing*?
- *International Superstar Soccer*'s title in Japan, if you please?
- What's the correct Japanese name for Pocky, of *Pocky and Rocky* (*Kikikaikai*) fame?

MEDIUM

- What is the name of Konami's vampire-hunting family?
- Who is *Tiny Toons*' final boss?
- Who flies the paper aeroplane in *Ultimate Parodius*?

HARD

- Which classic TV series did *Super Play* once appear in?
- Name the development team behind *Gods* and the *Chaos Engine*.
- Who will play Raiden in the forthcoming *Mortal Kombat* movie?

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

CARTOGRAPHY

More helpful terms explained for gamers new to the Super Play scene...

- **Compression** – In programming terms, a method of encoding and storing data (particularly graphics) so that it takes up less memory. Most cartridge-based software uses this technique to save space.
- **Mecha** – The anime term for giant mechanical things. Generally this means mobile suits, but it's flexible and can be applied as a prefix; mecha-Goemon, mecha-Godzilla, etc. It should be pronounced in the same way as...
- **Mecca** – Islamic holy city in Saudia Arabia, birthplace of Mohammed and site of the Kaba..
- **NoA** – *SPlay* term for Nintendo of America.
- **NoJ** – *SPlay* term for Nintendo of Japan.
- **NoB** – *SPlay* term for 'not very good'.
- **Port** – The connection or socket for peripherals. Not to be confused with...
- **Port-over** – A straight conversion of a game from one system to another, unmodified in terms of gameplay or features.
- **SA-1** The new processing chip from Nintendo which outperforms the Super FX chip for a quarter of the price. It will enable some incredible new games when built into the cartridge. scratch RAM – the memory 'note-pad' in which intensive calculations, particularly for 3D polygon graphics, are performed.
- **Veebie** – *SPlay* term for the Virtual Boy. As likely to catch on as 'Hyper Nintendo', the name which Jonathan Davies coined for the Ultra 64.
- **Yen** – The Japanese unit of currency.

THE CHARTS

For weekly UK SNES chart updates you can either tune into Digitiser, Teletext page 470, Channel 4 or use your Dad's PC to read the Super Play page on the Internet at http://www.futurenet.co.uk

OFFICIAL GALLUP UK SUPER NINTENDO CHART

UP ▲ DOWN ▼ NON MOVER ▶ NEW ENTRY ★

1	▶	INTERNATIONAL SUPERSTAR SOCCER	Konami	SP30 92%
2	★	THE INCREDIBLE HULK	Kixx	SP N/A
3	▲	STARWING	Nintendo	SP7 93%
4	▼	DONKEY KONG COUNTRY	Nintendo	SP27 90%
5	▲	STAR TREK – Starfleet Academy	Interplay	SP29 77%
6	▲	STAR TREK – The Next Generation	Microprose	SP21 39%
7	▼	BATTLETOADS IN BATTLEMANIACS	Nintendo	SP11 80%
8	▼	ZELDA III – A Link To The Past	Nintendo	SP2 93%
9	▼	DESERT FIGHTER	Kixx	SP N/A
10	▲	NBA JAM Tournament Edition	Acclaim	SP30 90%

UK IMPORT CHART

Compiled by Captain Dodgy and his import pixies

1	FINAL FANTASY III	Squaresoft
2	MEGA MAN X2	Capcom
3	FRONT MISSION	Squaresoft
4	ROCKMAN 7	Capcom
5	X-MEN Mutant Apoc.	Capcom
6	METAL WARRIORS	Konami
7	OGRE BATTLE	Quest
8	DEMON'S CREST	Capcom
9	BRANDISH	Koei
10	KIRBY'S AVALANCHE	Nintendo

If you're after a decent choice of software for your SNES, then you could do worse than peruse the grey import charts, for the best selection of games is to be found therein. For all those of you who found *Super Puyo Puyo* a bit hard to get hold of, then *Kirby's Avalanche* should be high on your list. It's the same game, but Nintendolated for the West.

AMERICAN CHART

Compiled by some people from America

1	DONKEY KONG COUNTRY	Nintendo
2	MADDEN NFL '95	EA Sports
3	NBA LIVE '95	EA Sports
4	MORTAL KOMBAT II	Acclaim
5	FINAL FANTASY III	Squaresoft
6	THE LION KING	Virgin
7	EARTHWORM JIM	Virgin
8	SUPER MARIO KART	Nintendo
9	OGRE BATTLE	Enix
10	SUPER PUNCH-OUT!!	Nintendo

Refreshing to see a slightly more sports-free American chart than usual. Although they're still hanging onto plenty of 'average' games. Why anyone would still be interested in *Mortal Kombat II* is a mystery to us. It's good to see that the genre they said would never sell – strategy – has crept in at no.9. *If Ogre Battle* sells, then why not *Front Mission*?

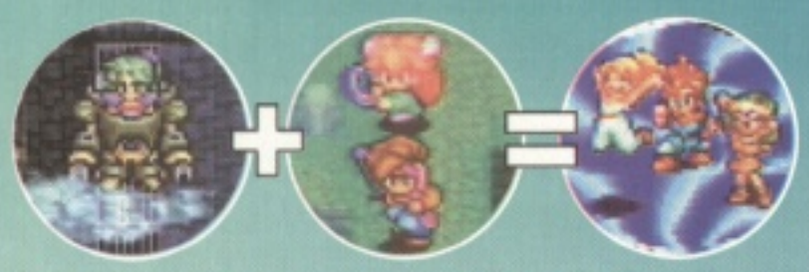
JAPANESE CHART

Compiled by Famicom Tsushin and Wil Overton

1	CHRONO TRIGGER	Squaresoft
2	DRAGONBALL Z	Banpresto
3	WINNING POST	Koei
4	ROCKMAN 7	Capcom
5	SUPER ROBOT WAR 4	Banpresto
6	DERBY STALLION III	ASCII
7	YU YU HAKUSHO FINAL	Namco
8	J-LEAGUE SOCCER '95	Hudson Soft
9	SUPER DONKEY KONG	Nintendo
10	SUPER FAMISTAR 4	Namco

In a damning indictment of next-generation hardware, two of the first SNES port-overs to the PlayStation are to be none other than Koei's killer horse racing sim – *Winning Post*, currently residing at no.3 and ASCII's *Derby Stallion III*. What a huge and varied choice of software we'll have when the machines are launched over here. We think we'll stick with *Chrono Trigger*.

Above: Test your fighting abilities on the Karaoke Robot, but watch out for his 'boxing glove on a spring' attack.



It was Squaresoft's biggest project yet. The producer of Final Fantasy, the writer of Dragon Quest and the designer of Dragonball, all brought together to create a 32 Mbit time travel adventure that would combine Secret Of Mana with Final Fantasy and prove that the 16 Mbit Super Famicom was still the king of games machines.

Right: This is where it all begins. Lucca's amazing teleport device goes wrong, creates a time warp and sucks Marl right in!!

Welcome to Chrono's world...

CHRONO TRIGGER

クロノ・トリガー

TIME TRAVELLERS

As you travel through the different time zones you'll meet other characters who will join your party, although not always permanently. Here are the six good guys.

AD 1000

CHRONO

The unwitting hero of the game and his future's not too bright, unless he can stop an ancient demon wreaking havoc in AD 1999. Unlike the others, he's always in the team.

AD 1000

MARL

When she (literally) bumps into Chrono at the carnival, the adventure begins. She's handy with both magic and her crossbow, but what's her connection with royalty?

AD 1000

LUCCA

The town's resident inventor, and it's her teleport machine that first opens the time rift. Her gun can be a powerful weapon and she's very useful to have around in the future.

AD 2300

ROBO

Thanks to Lucca's skills, Robo soon becomes a member of the team. With a variety of attacks, his combo with Chrono acts like a smart bomb on all enemies at once.

AD 600

KAERU

The frog warrior joins you in your very first quest, but he leaves soon after and isn't too keen to rejoin. He's a powerful ally if you can persuade him to be.

BC 6500

EIRA

The headstrong cavewoman appears, naturally enough, in the distant past. Her tribe throw some of the wildest parties around.

As a nod to your forthcoming travels into the past, you can join in the dance with these cave dancers.

Dare you enter the strange dungeon tent. Later on, you may end up meeting yourself here!!

A.D. 1000

Meet your fellow townsfolk, down copious amounts of beer, and even try a bit of dancing. This is where you'll meet Marl, a charming girl who's about to get you into a load of trouble.

Quick Marl, warp to the next page for more *Chrono Trigger* and other Square stuff!!

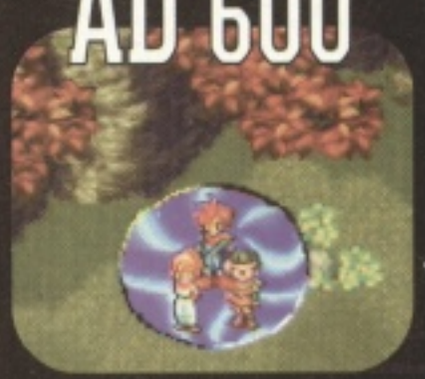
TRAVELLING LIGHT

Hanging mysteriously in limbo is the time street with its old caretaker, and this is where the quest properly begins. Here you can rest any un-needed party members (you can only have three in your group at any one time) and maybe win some magic from the mamo – Supeekio. Remember to walk around the room three times when you first meet him though, and no cheating.

From the time street you can travel to all the different time zones (once you've found the relevant warps) and even to the end of the game!

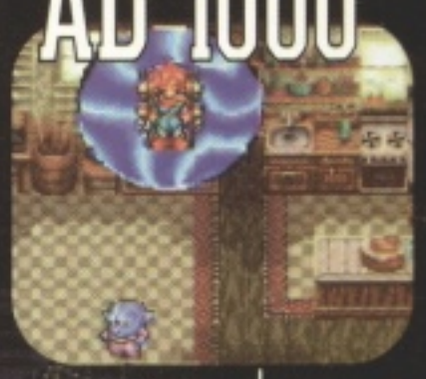
Time warps are the key to the game, and eventually they all lead to the time street.

AD 600



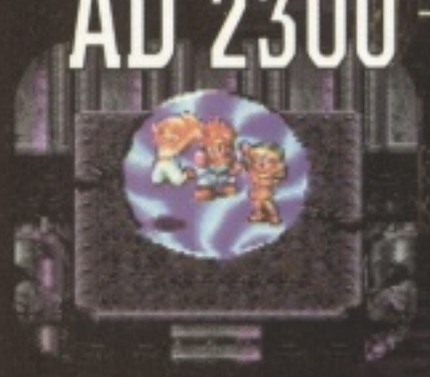
This trip into the past is the first journey you'll make. Chrono and Lucca must rescue Marl, who has been kidnapped by a demon who mistakes her for the queen. This is Kaeru the frog warrior's time.

AD 1000



AD 1000

AD 2300



AD 2300

The future: and not a very pleasant one. This post-apocalyptic wasteland is what you need to stop happening. This is where you'll find Robo and maybe challenge the part-car, part mutant Jonii to an *F-Zero* race.

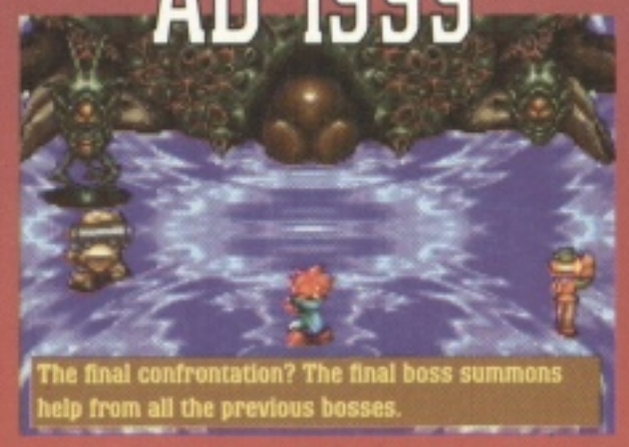
BC 6500

Chrono's distant past: it's here that prehistoric blonde bombshell Eira's having trouble with an aggravating little dinosaur called Azaara. But before you take him on, prepare for some serious partying!

AD 1000

This is Chrono's home time (or the present, if you will). Lucca and Marl also come from this period. As with the other time zones, you can't access the whole of the map at once. Discovery of warps in other times will, when you travel through them, bring you out at other previously inaccessible parts of the world.

AD 1999



The final confrontation? The final boss summons help from all the previous bosses.

Once you've reached the time street, you can actually leap to the very end boss, the one who's responsible for destroying Chrono's future. Should you happen to defeat him (not very likely if you try it early on) you will finish the game, although you won't get the full ending unless you've uncovered 100% of *Chrono Trigger*'s secrets. Apparently there are 20-30 different endings depending on how much of the game you've covered before you defeat the last boss.

With your party wiped out, the destruction of the future is assured. And you get to watch it happen.

Above: Defeat Supeekio to gain special magic powers. Robo, being a robot, however, can't use magic.

You don't have to be in the time street to change your party members. Providing they're waiting with the old man, you can call up and alter your team at any time.

CHRONO TRIGGER クロノ・トリガー

SO, WHAT'S ACTIVE TIME BATTLE?

The battle system is a crucial part of any Japanese RPG. The pleasure of immersing yourself in the story and characters can so easily be ruined if the game has a clumsy and unintuitive fight engine. But the simple fact is that you can't please everyone. Many people will never experience the wonders of *Final Fantasy III* simply because they cannot get on with its randomly generated, turn-based battles, whilst there are those who find the, not always perfect, computer control of your two companions in *Secret Of Mana* a constant frustration. Both have their pluses and minuses, but with *Chrono Trigger*, Squaresoft have made a distinct attempt to straddle the two systems with ATB Version 2.0.

In starting a new game you have the option to select either an active or wait mode. Just like in *FFIII*, 'wait' gives you the luxury of making your opponents wait their turn while you choose your attack, whilst 'active' is a free for all. Before you even get into a fight though, the new *Final Fantasy/Mana* mixture shines through. You can still roam the terrain freely as in *Mana*, avoiding or engaging nasties when you like, but there are also times when you'll find yourself ambushed and forced into a battle (although it doesn't happen randomly). Instead of switching to a combat screen, with ATB V2.0 your characters take pre-dictated positions from which to fight using a turn-based system. But although you might remain static throughout the battle's duration, your enemies do not. However this can sometimes work to your advantage if your spell or attack covers some distance, as you may find that you can score hits on enemies other than your main target.

Our intrepid threesome plough their way through a dense prehistoric forest. Fortunately there are no beasts about...

...but suddenly out of nowhere they appear. Your characters jump into battle positions and you have to fight.

Kareu and Chrono combine attacks whilst Marl (currently selected) chooses her method of combat.

MAGIC COMBINATIONS

In addition to individual magic attacks, *Chrono Trigger* introduces magic combos as well. Each character can add their magic to another member of the party to create a combined magic attack. Providing both parties have enough magic points (MP) and both their battle readiness bars are full (you can't actually select the attack until they are), the combo can be carried out. Depending on the character combination, the attack can either be enemy specific or cover the whole battle area.

With the threat eliminated, the trio celebrate and reap the rewards of any treasure that the dinosaurs may have left behind.

Left: Marl and Chrono combine attacks. Not all are combat spells though. Marl can heal the whole party through a magic combination with Chrono.

THE SUPER PLAY VERDICT AND CHRONO SECRETS FROM THE DREAM PROJECT – OVER THE PAGE!

SQUARESOFT CHRONOLOGY

18/12/1987
FINAL FANTASY
Famicom

17/12/1988
FINAL FANTASY II
Famicom

15/12/1989
SA•GA
Western name:**The Final Fantasy Legend**
Gameboy

27/4/1990
FINAL FANTASY III
Famicom

14/12/1990
SA•GA 2
Western name: **Final Fantasy Legend II**
Gameboy

28/6/1991
SEIKEN DENSETSU (HOLY SWORD LEGEND)
Western name: **Mystic Quest** originally, but now **Final Fantasy Adventure**
Gameboy

19/7/1991
FINAL FANTASY VI
Western name: **Final Fantasy II**
Super Famicom/SNES

23/12/1991
SA•GA 3
Western name: **Final Fantasy Adventure III**
Gameboy

28/1/1992
ROMANCING SA•GA
Super Famicom

6/21/1992
FINAL FANTASY V
Super Famicom

1992
SOFT-BOILED HERO
Super Famicom

6/8/1993
SEIKEN DENSETSU 2 (HOLY SWORD LEGEND 2)
Western name: **Secret Of Mana**
Super Famicom/SNES

10/9/1993
FINAL FANTASY USA – MYSTIC QUEST Western name: **Final Fantasy Mystic Quest**
Super Famicom/SNES

10/12/1993
ROMANCING SA•GA 2
Super Famicom

2/4/1994
FINAL FANTASY VI
Western name: **Final Fantasy III**
Super Famicom/SNES

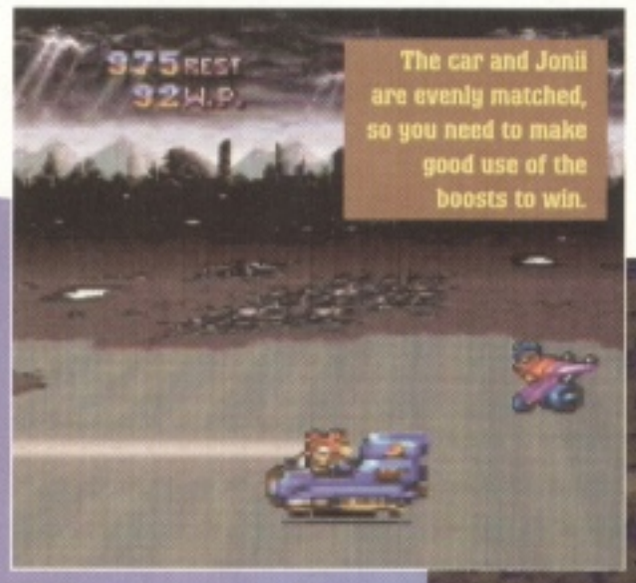
2/9/1994
LIVE A LIVE
Super Famicom

24/2/1995
FRONT MISSION
Super Famicom

11/3/1995
CHRONO TRIGGER
Super Famicom

1987 1988 1989 1990 1991 1992 1993 1994 1995

SPECIAL THINGS

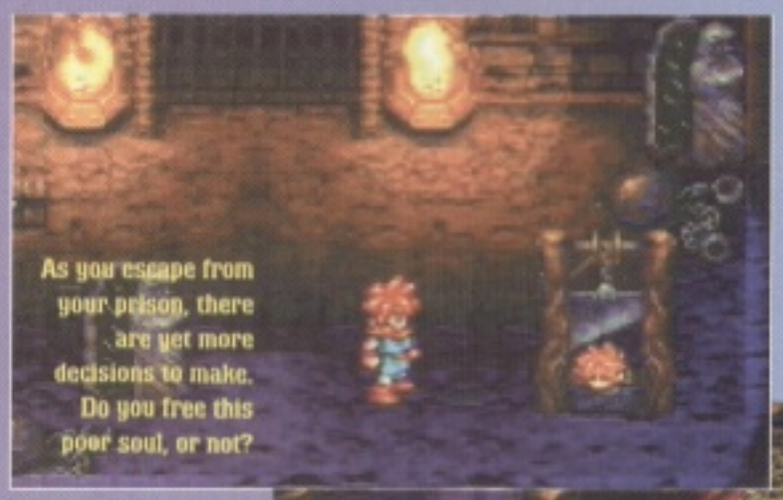


The car and Jonii are evenly matched, so you need to make good use of the boosts to win.

Making your way across the desolate future landscape, you come across an apparently abandoned *Flash Gordon*-esque car. Attempting to make off with it (as you do), you find yourself ambushed by a squad of Version 3.0s. Squaring up for a fight, a strange mutant called Jonii appears and challenges you to a race. Should you win (making careful use of your three boosts), your prize is not having to travel on foot through the treacherous Section 32 of the city.

Not content with giving us just another RPG, Square delight in trying to surprise us with unexpected events. Even *FFIII* had a forced perspective, 3D mine cart ride. *Chrono Trigger* also has its fair share of 'special events' and here are just two.

AD 1000 can be a harsh place, so it might be a good idea to take Jonii up on his challenge.



As you escape from your prison, there are yet more decisions to make. Do you free this poor soul, or not?

After rescuing Marl, instead of being hailed as a hero, you're arrested as a criminal and put on trial. Did you steal that bundle at the carnival? If so, that's just one of the pieces of evidence that the prosecution will use against you. Apparently there are different sequences depending on just how many of the jury find you guilty, but no matter what, you will still be hauled off to the dungeons at some point.

But just why were you put on trial in the first place?

Just how bad your punishment is depends on how many of the jury find you guilty.

Zy says...

Are you wondering why we haven't given *Chrono Trigger* a score? That's because IT'S CURRENTLY ONLY AVAILABLE IN JAPANESE! And thus impossible to judge. Indeed, for a game that relies so heavily on plot, dialogue and character interaction it would be highly irresponsible of us to suggest in any way that you should rush out and buy this game before it's translated for the West. We'll score the US version properly when it appears later this year.

That said, it must be obvious from these pages that we hold the game in high regard. It takes a while to get into the swing of the game as the plot lacks any real urgency, but once you're drawn in you'll be happily skipping timelines looking for new places to explore.

If I have any major reservations, it's that it lacks the depth of *Final Fantasy III*. The time travel idea is nicely exploited but within each section there's a linearity more akin to *Mana*, and even the monster encounters are fixed in each locale. The magical items and weapons are simply upgrades too, so there's no tactical element in how you equip your party.

But it would be churlish to criticise a marvellous game for not being better than the best RPG ever. *Chrono Trigger* has its own charm and flavour, and only serves to consolidate Square's position as one of the finest software houses in the world. That they should still be developing games purely for Nintendo says something about the still-untapped potential of that little grey box in front of your telly, I'd say.

...and Wil concurs

There's no doubt about it, after *Final Fantasy VI!!!* I was expecting great things from *Chrono Trigger*, and with the Dream Project threesome of Sakaguchi, Horii and Toriyama at the helm I felt I was somewhat justified in my anticipation. At first glance this could easily be mistaken for what we expect *Seiken Densetsu 3* (*Secret Of Mana 2*) to be like, and indeed, once Toriyama's (very *Dragonball*-ish) character designs have been translated into game sprites, Chrono and Marl do look exactly like the hero and heroine from *Mana*. When I first plugged in the cartridge though, I couldn't help but feel a slight disappointment. Everything about *CT* seems so much more lightweight than the grandiose sweep of *Final Fantasy*. There's no dramatic event to lead you into the story, just Chrono waking up one morning, and even the opening titles (bar a nice ray-traced clock pendulum) fail to better either the ethereal splendour of *Mana* or the foreboding drama of *FF III*. The music has its moments – it can at times be superb. Sadly though, the one piece you hear the most – the fight theme – is quite weak and, unlike its *Final Fantasy* equivalent, fails to inject any excitement into the proceedings. The new battle system seems slightly clumsy at first (but is in fact far more complicated and playable than those first impressions suggest) and I wasn't too enamoured with the way the nasties (even the invisible ambushers) reset themselves to exactly the same position whenever you exit and re-enter an area. But even though this is the Japanese language version and, therefore, probably the most important part of any RPG – the story is, for us Westerners, somewhat compromised, the old Square magic is still there. Chrono and his five companions are all great characters with personalities to match and any fan of *Dragonball* or Toriyama's artwork in general will warm to the many and varied baddies that roam around the different time zones. Once you reach the time street where you can jump to many different locations, the game's time travel premise really comes into its own, and you tend to stop comparing it to previous games and start to get caught up in yet another Squaresoft winner. Although maybe not quite the earth-shattering monumental game I was expecting, *Chrono Trigger* is a worthy addition to the Square library and definitely worth getting as soon as it hits America later this year.

CHRONO TRIGGER
クロノ・トリガー

TALES FROM THE DREAM PROJECT

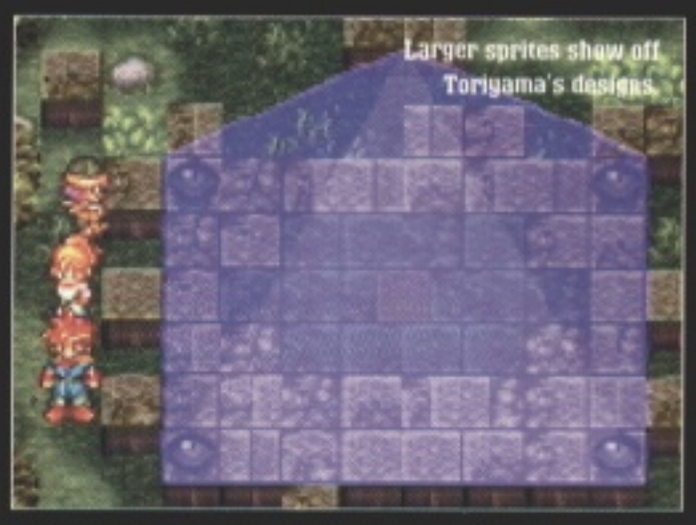
It's rare indeed that a new game can be sold purely on the pedigree of its staff. But even before any screenshots of *Chrono Trigger* were released, the aptly named 'Dream Project' of Hironobu Sakaguchi (producer of the *Final Fantasy* series), Yuji Horii (writer of Enix's *Dragon Quest* series) and Akira Toriyama (character designer on *Dragon Quest* and creator of manga and anime phenomenon *Dragonball*) had Japanese gamers foaming at the mouth in anticipation. This was to be Squaresoft's biggest RPG to date. Along with a team of Square designers and programmers, they strove to create an ambitious mixture of an action RPG with the depth of a *Final Fantasy* title.

From left to right: Akira Toriyama (designer), Yuji Horii (writer) and Hironbu Sakaguchi (producer) make up Squaresoft's Dream Team.

There's a problem in Chrono's future and Robo's ready to sacrifice himself in an effort to change it.

The two remarkable points of the game to bear in mind are that what you experience influences the future, and that the ensuing situations keep changing. You can enjoy the wonders of a time travel story – for example, the hero's statue standing in the magician's village keeps changing as a result of your fighting. The team suggest you go back to the same place in a later or earlier period after making something happen in the present.

Of course, the time travel basis left the team with as



Larger sprites show off Toriyama's designs.

many problems and paradoxes to resolve as opportunities. For example, why didn't the game's evil time-travelling boss destroy the world in ancient times? That one problem left the Dream Project boys wrestling with plot justifications for a couple of days. The positive flipside is that it also requires the player to think through those problems. For example, open a treasure chest in the present and it will be empty in the future. But zip back down the same timeline and you can find the treasure again in the past...

Having worked on so many RPGs, Dream Project and their subsidiary designers had lots of great ideas and scenes still floating around that never made it into earlier games; either because they were cut, or because they were deemed inappropriate in the final version. *Chrono Trigger* contains many of those ideas which almost but didn't quite make it into *FF* or *DQ* games.

We noticed that the characters are very tall, along the lines of the style of *Illusion of Gaia*. The reason behind it is that, with an artist of Toriyama's calibre working with them, Sakaguchi wanted the character graphics to be larger than usual, so that *CT* would show off his designs. There's a distinct amalgam of visual styles in that the spikey-haired hero has a very simple, suggestive *Dragon Quest* flavour: Toriyama's hand is even more evident in the monsters, some of which could pass as aliens from *Dragon Ball Z*. But the background graphics are as intricate and detailed as those of the *Final Fantasy* games – most of the staff involved worked on the *FF* series before this.

Chrono Trigger was technically difficult to create. The designers wanted to make the monsters move around as quickly as those in action games, but they were limited by the Super Famicom's slow processing and V-RAM capabilities. Unpacking those delicious graphics takes enough of the machine's power as it is, but having so many... The compromise still manages a little more action than you'd find in *FF3*, however, so that some combined or multiple attacks must take into account the positions of all the monsters in relation to your party.

Again, mysteriously, Square anticipated *Chrono Trigger* as a CD-ROM game: Ted Woolsey made a similar point about *Secret of Mana* in our interview back in issue 23. Happily it all fits on a 32 meg cart, and the result is that *Chrono Trigger* looks like it could be running on one of the 32-bit machines.

Dream Project revealed that there were 20 to 30 possible endings to the game, since the order in which you take on the tasks of each period is open-ended. It's even possible to take on the final boss half-way through the game, although you'll be massacred if you haven't built up your experience points. To date, players have averaged around 80% on first completion.

Although you don't need to solve everything and go everywhere to finish the game, it's advisable. You'll only see the special ending of the game if you finish 100%. If you actually get to see the real ending, and perform a secret action, you'll receive a special title and start the game from the beginning keeping all of your experience and powers.

And finally, is anybody looking for a job? Square's currently head-hunting, looking to recruit development staff to work on its new games. If you can program, draw or compose, then an opportunity exists with one of the most respected software houses in the world. If we could speak Japanese fluently, we'd be over there like a shot.

Below: Although essentially the same map, the terrain of Chrono's world changes as he travels into its past and future. This is AD 1000, but go back 400 years and the useful ferry has yet to be built.

Right: No wonder they're laughing, this is exactly what *Super Play* would call a plum job!

DIY – DESIGN IT

For the gamesplayer who has everything, try personalised shoot-'em-ups. Dezaemon allows you t take a shoot-'em-up, and redesign it as much or as little as you want. The possibilities are limited only by your imagination... and patience.

For the gamesplayer who has everything – personalised shoot-'em-ups. *Dezaemon* allows you to take a shoot-'em-up, and redesign it as much or as little as you want. The possibilities are limited only by your imagination... and patience.

We've all been there. "Well, lordy me and no mistake, you say to yourself (or words to that effect). "This Super Big Guns of the Gojira Blasters 4 I've just spent my money on is a pile of something not very nice you might find near a curry house at 11.30pm on a Friday night. I could do better myself."

One problem. Consoles aren't built for designing. Let's face it, Spectrums and C64s might be part of a previous geological era but they had one advantage over the consoles with their go faster stripes – you could learn how to program them. That's how some of today's top programmers started out; they were game fans who decided to have a go.

DIY console programming isn't so simple. Never fear, *Dezaemon* is here.

Now you can design your own SNES shoot-'em-up without having to spend £1,500 on a PC, three years at university learning how to program, or months trying to persudade Nintendo to let you have a development kit.

Dezaemon is a cart that's only available in Japan at the moment, but hopefully we'll be able to convince someone to start importing it soon. It's the equivalent of a program that's available for the Amiga and ST called *The Shoot-'Em-Up Construction Kit*, which terrorised PD reviewers in computer mags for years (like *Dezzie*, *SEUCK* is quite a versatile package, but most people who used it and released the results in the public domain, seemed incapable of producing anything more than identikit sci-fi blasters with about as much imagination as a *Neighbours* script).

Okay, so you won't be writing *Donkey Kong Country* in an afternoon. After all, it only allows you to design vertically scrolling shoot-'em-ups, and there are limits to the types of weapons and enemies you can create. But with a bit of imagination and a lot of time, two people could come up with two entirely different games, and not just in terms of appearance.

How *Dezaemon* works is by giving you a completed shoot-'em-up, called *Daioh Gale*, which you can alter as much or as little as you like. You can merely redesign, or you can give the thing a complete going-over, redrawing all the graphics (sprites and backgrounds), choosing power-ups, placing enemies where you want them, deciding how you want them to move and defining what fire patterns they should use. You can even customise the music and rewrite text messages.

***Daioh Gale* – a game that wants you to trash it. Honest, it won't mind. It's designed to be trashed.**

Despite the manual, and the majority of the on-screen instructions, being Japanese, it's a logical program which is fairly eas to pick up (but there are bound to be subtleties we've missed out on). It's all icon-driven, mouse compatible, and relatively straightforward.

The main drawback is that *Daioh Gale* is a good game anyway, an entertaining *Axelay*-styl blaster with impressive power-ups – it seems a shame to change it. Indeed, most of the changes you make while you're still in the experimental stage will just ruin the game's flow. If nothing else, *Dezaemon* makes you appreciate how difficult it is to design even a simple game.

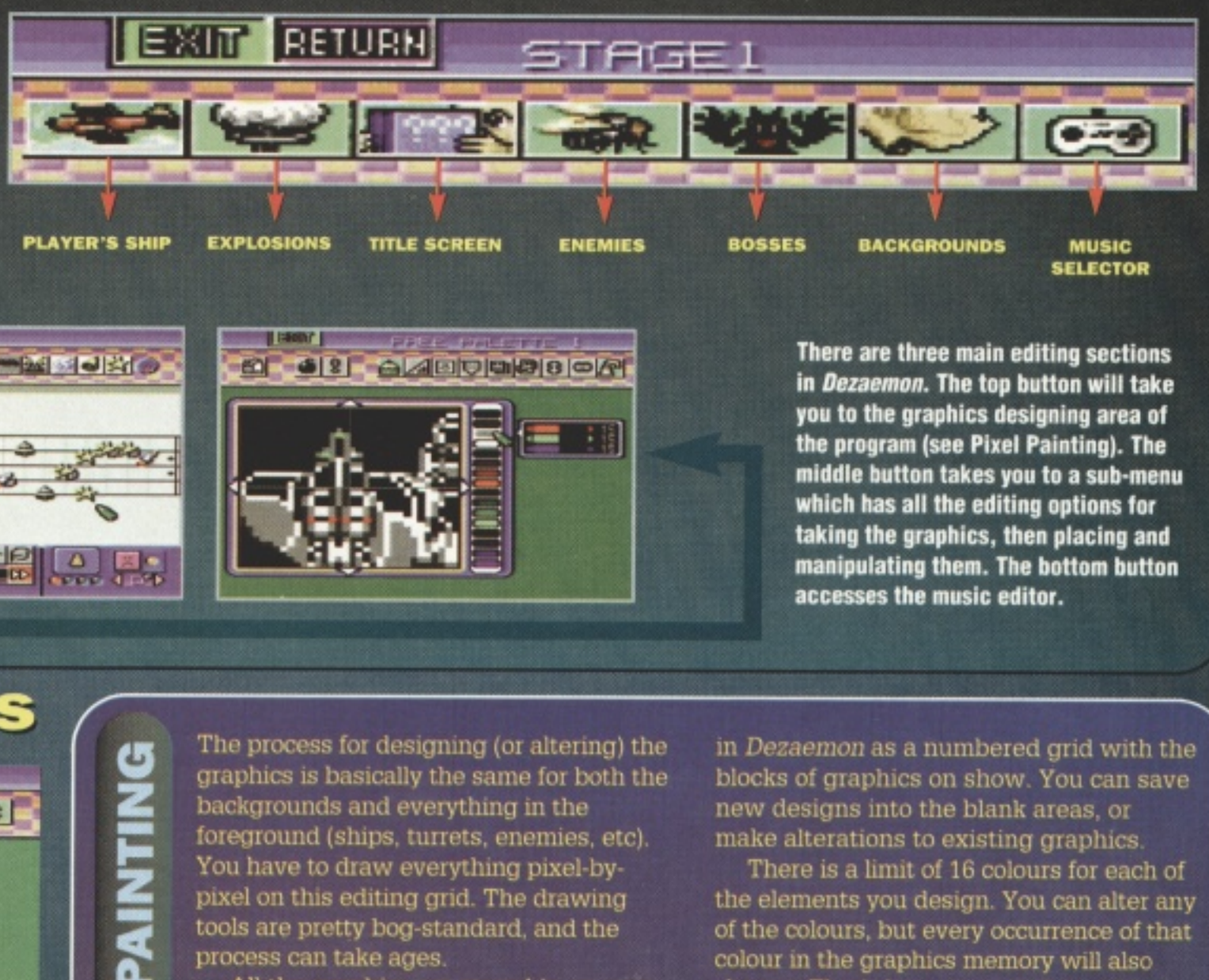
Battery back-up is another problem. *Dezaemon* comes with the facility, but we all know that SNES battery back-up is about as reliable as a bus timetable. A slight breeze from somebody opening a door too quickly, and that's a month's work gone. Blimey, it's just like using ZX81 RAM pack. Ah, I remember when all around here was fields...

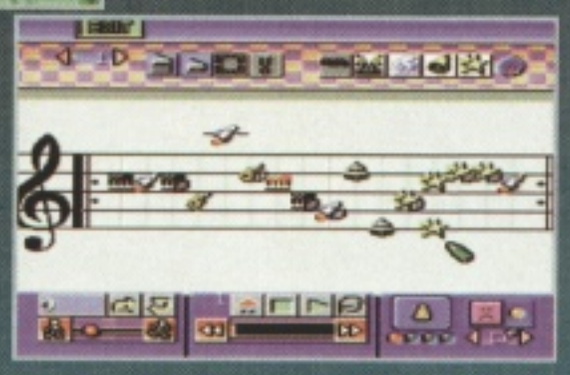
STARTING POINT

Here we are – a decent, well-designed, immensely playable game with decent power-ups, pick-ups, bosses, multiple levels, the whole kit 'n' kaboodle. It seems a shame to alter it. But as you experiment with *Dezaemon*'s editing facilities you'll grow to appreciate how much thought goes into designing a playable shoot-'em-up.

YOURSELF

ENTER THE MUTATION ZONE





There are three main editing sections in *Dezaemon*. The top button will take you to the graphics designing area of the program (see Pixel Painting). The middle button takes you to a sub-menu which has all the editing options for taking the graphics, then placing and manipulating them. The bottom button accesses the music editor.

EDITING BOSSES

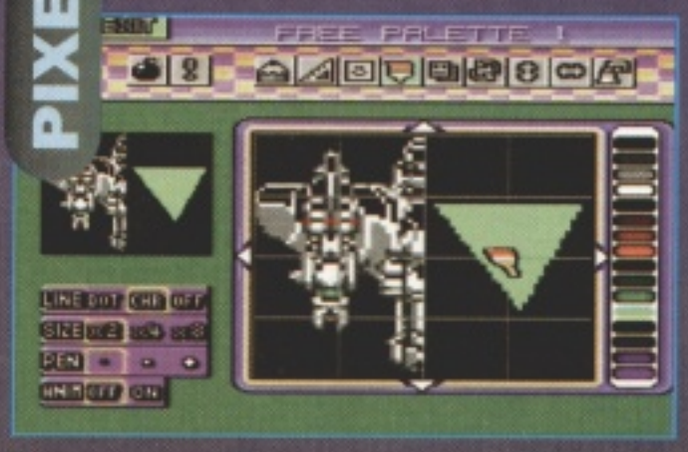
First choose your boss from the graphics memory bank (top shot) then alter things like its movement and weaponry (middle shot). Finally you can check to see what difference your changes have made (bottom shot).

PIXEL PAINTING

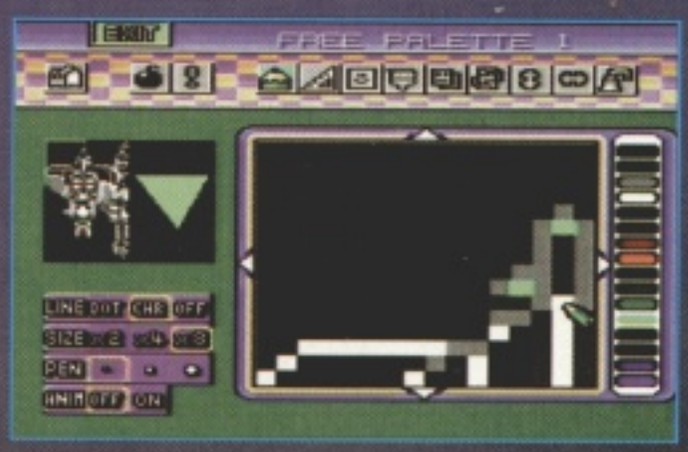
The process for designing (or altering) the graphics is basically the same for both the backgrounds and everything in the foreground (ships, turrets, enemies, etc). You have to draw everything pixel-by-pixel on this editing grid. The drawing tools are pretty bog-standard, and the process can take ages.

All the graphics are stored in an area of memory which is represented visually in *Dezaemon* as a numbered grid with the blocks of graphics on show. You can save new designs into the blank areas, or make alterations to existing graphics.

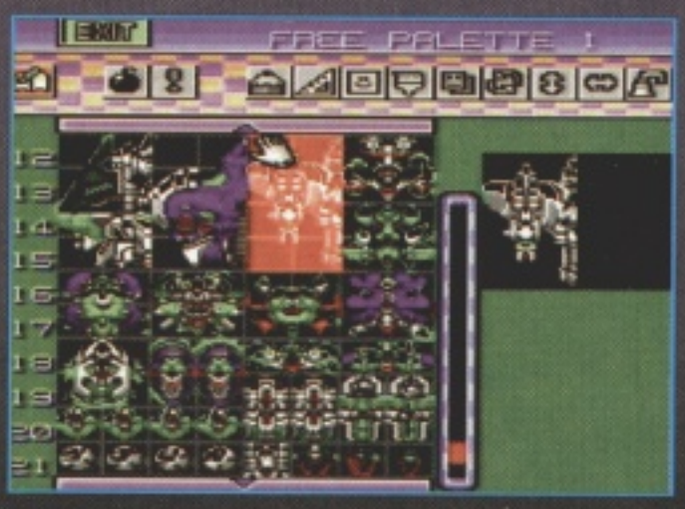
There is a limit of 16 colours for each of the elements you design. You can alter any of the colours, but every occurrence of that colour in the graphics memory will also change. That's how we ended up with blue explosions (see Explosions).



The actual graphics tools are a bit basic and you end up designing most things pixel by pixel.



Luckily there is a magnification feature which makes it a hell of a lot easier. Well, relatively.



To alter existing designs, highlight them in the memory grid then drag them onto the editing grid.

If you alter one of the colours in the palette, this will change every single occurrence of that colour.

EDITING EXPLOSIONS

These are the animation frames for an explosion. These windows show the full animated effect.

Don't like the colour of your blasts? Click on GEDIT on the last screen to get to the graphics editing grid. Here we've altered the colours.

Hmmm, altering the colour of one explosion has affected the whole lot of 'em. Ah well, it might look, er, okay. Let's check it out (right). Changing that first frame of animation on the large explosion (highlighted above) makes things look weird as well.

This is the thing you're going to be looking at most in the game, so you need to make sure you come up with something pretty impressive (or at least, not dire).

Whoops. By fiddling around with the graphics memory, we've just made it so that every time the ship flies to the left it looks like an explosion.

EDITING THE PLAYER'S SHIPS

Here's where you sort out things like shields and power-ups (don't make it too easy on yourself).

Let's see what a balls-up we've made of that. No, the ship hasn't been shot. It's just flying to the left.

THE TITLES

If you want to change the name of your game, just find the intro in the graphics memory, and redesign a new one with the new name.

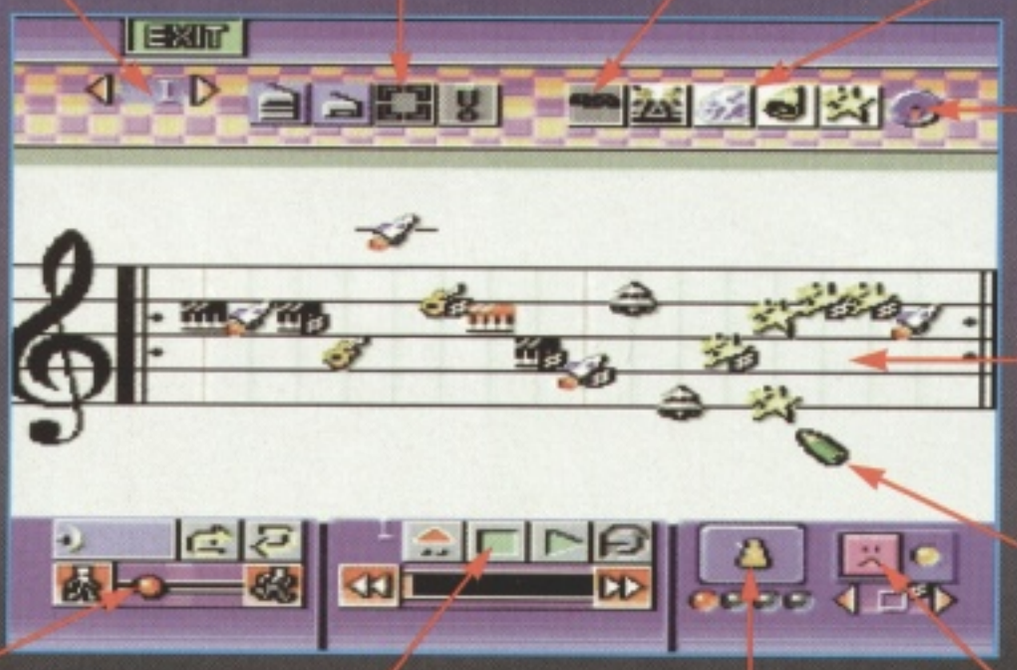
There are also a variety of nifty in-built animation effects which'll help to spruce up your intro.

GET THE VIBES

Ever wondered what it's like to be in 2 Unlimited? Well, I can give you the number of a good psychiatrist. Either that or just edit away using *Dezaemon*'s soundtrack creator. Actually, you get better sounds out of *Dezaemon*.

All you do is select the icon for the sample sound you want from the dozens available (including drums, guitars and weirder stuff that the Orb might find interesting) then bung the icon on the musical stave. Carry on doing this to create your digital symphonies (or something akin to a second-rate Erasure single, which is how all mine turned out).

And here we have the music selector – a bit like a juke box with only Erasure records.



Use this to move to tracks from other levels.

Yer basic editing tools available in most of the sections.

Drag this on to the grid to sustain a note.

These are sample samples. There are dozens of them.

Click here to access more samples.

Place the sample icons on the stave to create your trax.

A strangely un-musically themed cursor.

This controls the tempo of your trax.

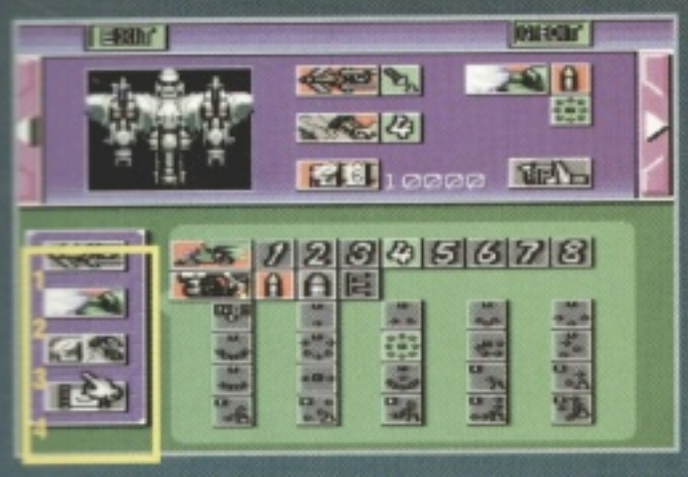
Click here to hear what a racket you've made.

Want a different kind of beat? Then click here.

Er, not sure what this does, I'm afraid.

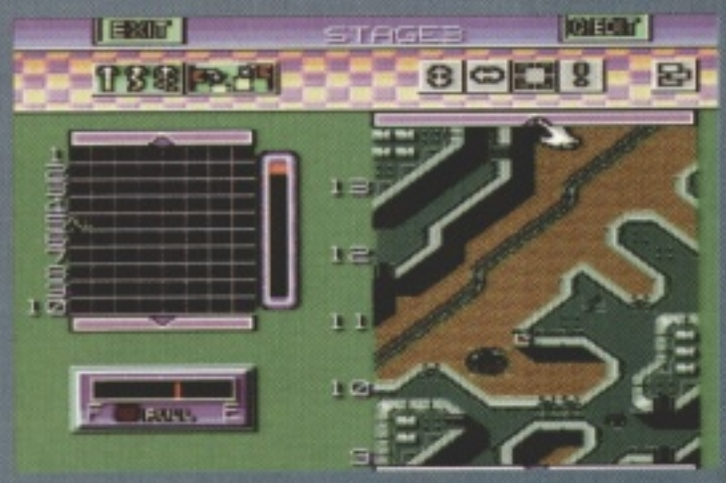
EDITING ENEMIES

You *can* judge a man by the quality of his enemies, sure, but what about the volume of enemies? You can design as many as you can fit into memory. *Dezaemon* groups them into sizes because this makes matters easier when



The bottom-left grab is the enemy movement and enemy armament editor. Button one in the highlighted panel controls enemy movement. Button two (which is currently in use) controls the way missiles are fired in terms of both speed and pattern. Button three lets you alter things like the score you get for killing an enemy, and how many times they need to be hit before they explode in a blue puff. As with the bosses, you can check to see what effect the changes you've made have had (bottom right) by clicking on the bottom button.

EDITING BACKGROUNDS



Yes, you too can be a digital Picasso. The bottom grab shows the way you select and then place enemies.

Er, and this is what I came up with after four hours work. Well, there was the music as well. To design a completely new game would take months.

CREATE A SENSATION AND WIN DEZAEMON!

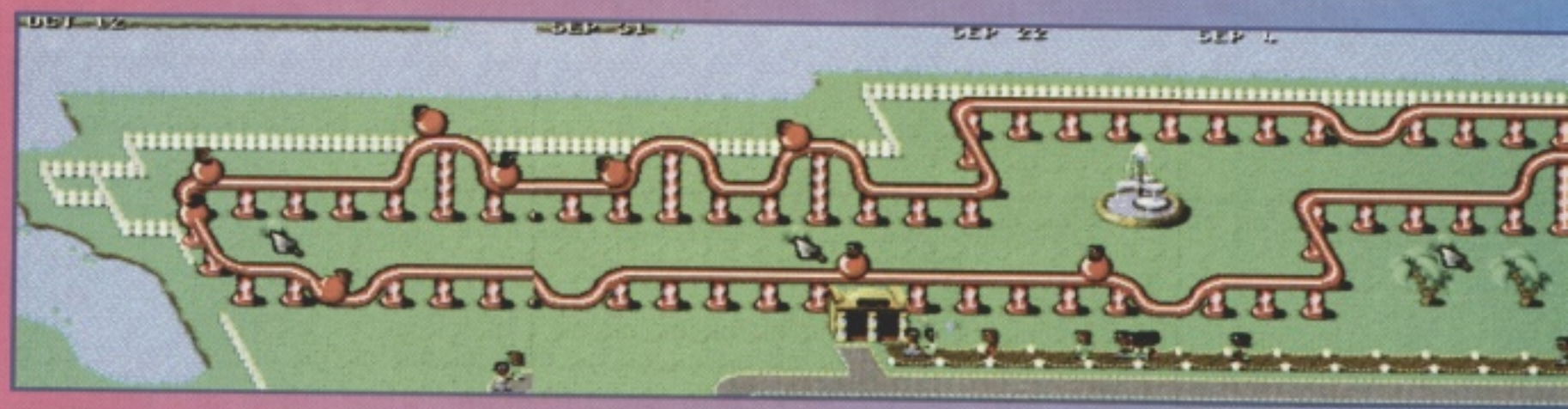
We reckon we've got the only copy of *Dezaemon* here in the UK, and we're willing to give it away. But only to someone with the imagination and skill to put it to good use. Hmm, so how do we find such a person. There is but one way. We get you to design the ultimate shoot-'em-up style guardian.

A few rules – after all, the pros have to work within restrictions. You have to draw the big bad guy on a grid of 64 by 64 squares (pixels, if you like) using no more than 16 different colours (that's your palette). Plus, you have to tell us how it moves, what kind of missiles it fires, in what pattern and at what rate. And we need to know is what the player would need to do to defeat it. Make it one mean mother, but not an invincible one.

Send your final creations to: As Hard As Zy, Super Play, 30 Monmouth Street, Bath, BA1 2BW. And be sure they get here by 31st May.

HIGH ROLLERS

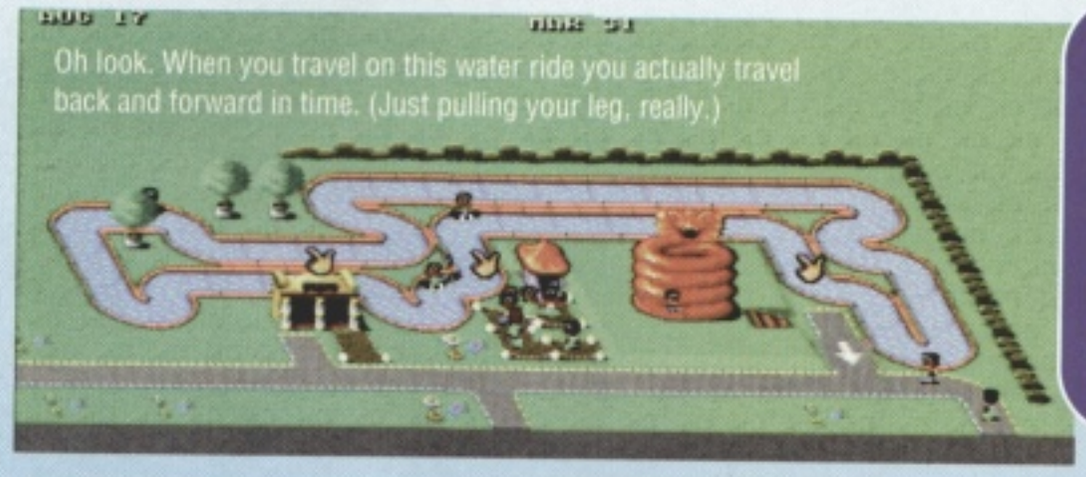
You can set not only the design and layout of the roller-coasters, but also set dips, climbs and loop-the-loops.



THEME PARK

Designing theme parks is so much fun, it's a wonder everyone doesn't do it for a living.

You can even design your own race tracks, but watch out for hairpin bends... they're just accidents waiting to happen.

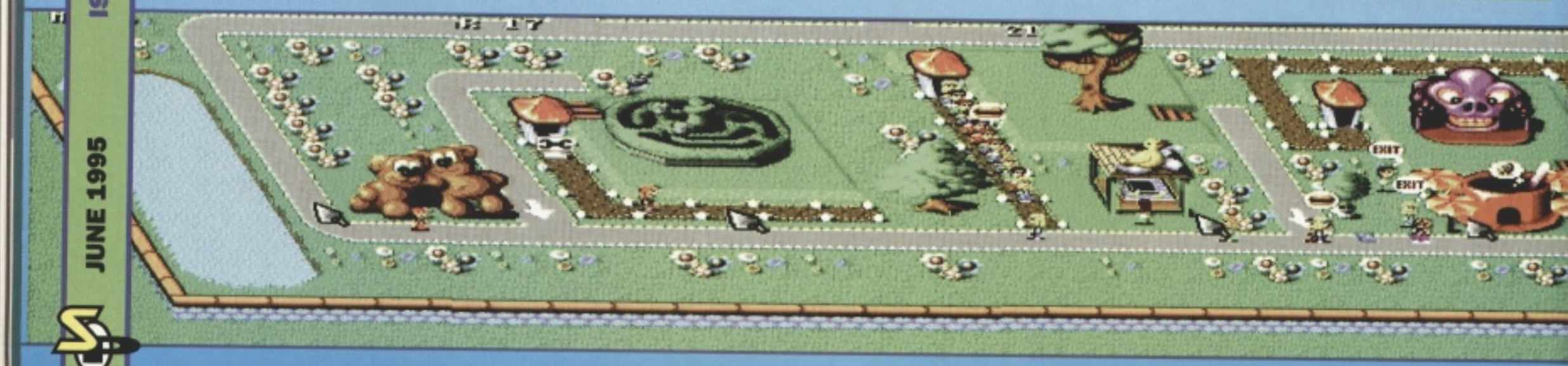


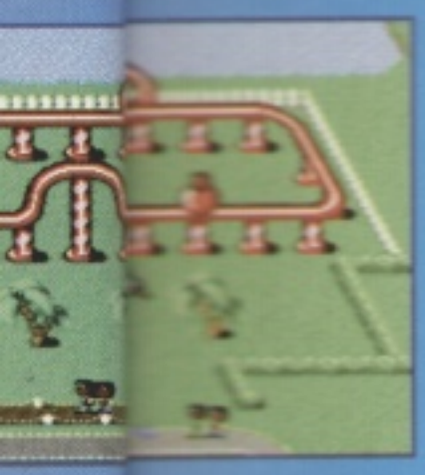
UK Release

Game: Theme Park
Publisher: Ocean
Developer: Bullfrog
Price: £44.99
Release: May
Players: 1
Cart ROM: 8 Mbit

There's nothing cooler than a hoe-down in the snow. Although if that blasted *Cotton-eye Joe* so-called tune is anywhere to be heard, it's doubtful many will hang around long.

Here's the way the base of a typical park could evolve...



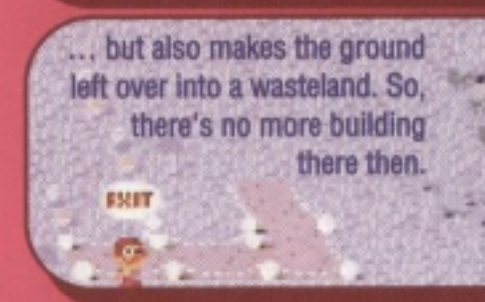


THAT *IS* DISGUSTING

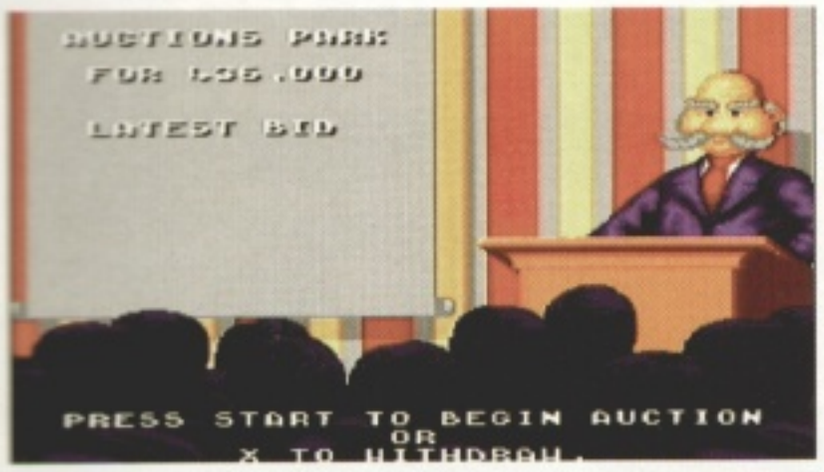
As well as insisting all blood is green and corpses just disappear, our friends at Nintendo have also decreed that some of the tenets of traditional *Theme Park* were liable to corrupt and deprave the young. Soooo, with that in mind, they decided to ban from the SNES conversion... the toilets, out-hut through to superloo with investment in research; and the bullies, who would roam parks popping other children's balloons, smash rides and beat up entertainers. Shame on you, Nintendo.

BOOM! SHAKE THE ROOM

Neglect maintaining your rides and run the risk of an explosion, which not only makes your guests thoroughly miserable...



... but also makes the ground left over into a wasteland. So, there's no more building there then.



Build your park up enough and you get to auction it at the end of a year. The man with the moustache runs the bidding. Pig.

Here they all trek down the arcade to smoke and swear a lot.

This old shack is one of those everso scary haunted houses. With bits of cloth shamelessly posing as ghosts.

SMOKING CAN DAMAGE YOUR HEALTH

When rides start belching out smoke, you're in trouble. Get to them *rapid!*

Pick him up, using the tweezers icon and drop him into action. Easy as that.

Go to the staffing menu and employ a mechanic. But keep an eye on him, or he'll be straight on his tea break.

Nice as new. Pity you didn't keep the receipt. Otherwise you could have returned it.

See if you can guess which food is available from which stall. It's a tricky one. Ah... that burger looks a bit on the measly side though...

THE FINER THINGS IN LIFE

Attention to detail oozes from every pore of *Theme Park*. Never more so than in all the ruling little animations.

The rides have plenty of animations, but best of all are the acts. Check out the dolphins. No tuna nets here in Kuwait.

This little fellow is having a bit of a bash at the coconut shy. Rig the chances of winning and then rake in the profits.

Though injuries and vomiting don't crop up on this bouncy castle, the little chappies still seem happy.

Interesting architecural influences abound… Lovely maze as well, although you'd be unlikely to get lost in it.

RIDE-'EM COWBOY

There are tonnes of rides to place. Entertain with these!

And this, ladies and gentlemen, is the entrance to your park. Pretty soon your guests will be sampling the delights of rides beyond their wildest dreams. Maybe.

Just like a real theme park, this one. Queue for hours only to feel sick after the ride.

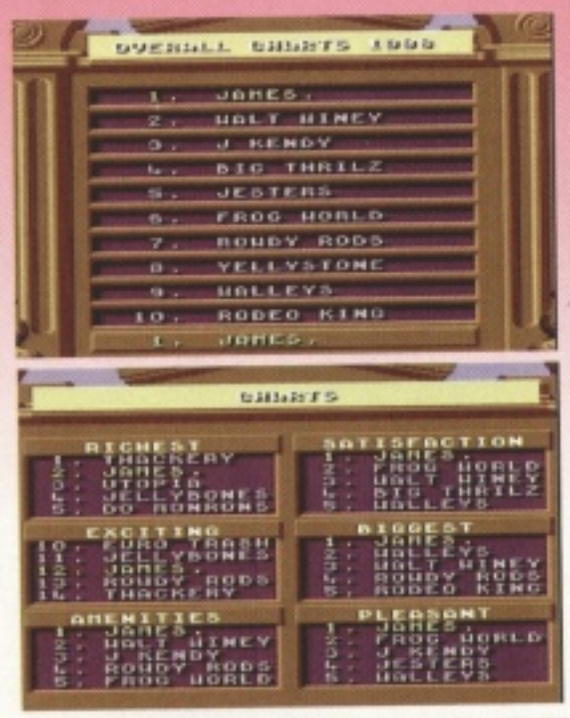
You take on territories all over the world, each has its own winning strategies and characteristics. For example, in India the high population means your park is swamped with penniless little people!

SHOPPING

Just a sample of some of the shops and stalls on offer…

Argh... this brings back memories of *It*.

There's nothing more satisfying than the fact that when you go to a real fair, you stand the chance of winning a mutant goldfish that won't even survive the journey home.



There are absolutely stacks of stats to monitor, but fear not, for the harshness is limited by the intuitive front-end and simple, effective presentation.

GOOD, BAD OR UGLY?

Theme Park offers a fairly unique experience. Yeah. Yeah. Yeah. We've all seen *Sim City* and the like. But how can any rational geezer expect to get a kick out of laying sewers and building road networks? This is some people's idea of a regular day time job for-heavens-to-goodness sake. Building rides, designing roller-coasters and flogging people lard-filled hamburgers, however, *is* an original take on the management game. It's still business, but at the same time it has that essential frivolous feel.

Quick history lesson... *Theme Park* is programmed by the chappies at Bullfrog, of *Populous* and *Syndicate* fame – and this is one of the first games they've designed where killing people is only accidental, the consequence of, say, an exploding ride. Originally designed for the PC, it's been converted for stacks of formats, including the Amiga, Mac and the 3DO. So far, on every format it's come anywhere near, it's been a storming hit. And hello, what's this? It's come out for the Super NES.

Shouldn't we be talking about the game? Okey doke. You start out with this big field, in the middle of nowhere, a short bus ride from somewhere. The game is to fill said field up with cool stuff – rides, shops, attractions and the like. Little people visit your field, have a good time, spend much money, then leave. Sound easy? Wrong. It's seriously tough, because rather than being decent, respectable, computer people, your guests insist on wandering around where they're not supposed to, complain like mad when something doesn't work properly and have no control over their bodily functions. Here's a good idea... eat a hamburger, ice cream, fries and coke, then go on several, fast, spinning attractions – and hey, you'll have plenty of room for new food, even though your appetite may be lagging when you're knee deep in puke. Then there are the problems with rides which are all shiny and new when you position them in the park, but six months later they'll be belching out smoke, in need of repair. And, oh yeah, of course your mechanic is more concerned with chomping away on his sandwiches than actually fixing anything. Deadbeat.

The reason *Theme Park* is fun to play rests on the dreadful truth that in life there are no easy answers. There is no winning strategy, so theoretically this is a game you could play forever. Master one area, get a corner of the park running smoothly and suddenly you'll find that the other half of the park is a decaying wasteland with smouldering holes where your rides used to be. The artificial intelligences of your guests are so sharply tuned that they explore, get lost and even communicate to other park-goers where the best rides are and what kind of mood they're in.

Anyone familiar with the home computer versions will notice, that the business element has been stripped out, with no share dealing, which kind of makes the end-of-year ratings charts a tad superfluous. Plus, the research screens have been simplified. Both of these never detract from actual gameplay, though, as watching the little people is what it's all about. Negotiation screens have also been removed, but twitching hands across a table was never fun anyway. More frustrating is the lack of a saved game mid-park. True, it would be tough for a battery back-up menu to store a sophisticated layout, but there must be a better way round this problem than just giving you a code each time you sell up and move onto a new country.

On the plus-side, Bullfrog has added national stereotypes and varying geography, which really gives you an urge to progress. Geezers in national dress and snow-storms are strangely entertaining! *Theme Park* was designed to be played with a mouse, but the innovative quick menu system on the SNES joypad makes it easy to get to grips with.

On the presentation side, the results are mixed. Graphically it's great. Whereas the hard edges of Bullfrog's *Syndicate* were toned down for the SNES, the atmosphere and feel of the original *Theme Park* have been retained, with cute little fellows and radical rides. The sound effects and musical accompaniment are competently designed, but less than slickly handled. To explain... as you track around the park and check out existing rides, each has its own anthem, which starts up when your pointer gets close to it. However, rather than fading these tunes together, there is a tedious audio pause, while you wait for the new tune to start. Distracting at best, instantly-turn-offable at worst. Ho hum, you can't have everything.

Theme Park is a masterpiece of game design. It has just the right balance of humour, creativity and downright devious business practices. It's a must-buy for simulation fans, and a must-try for everyone else. Try it, but stick at it. Your first park *will* be an absolute failure, but you'll have loved every minute of it. Manage to make and keep the little people happy, and you'll be grinning away too.

● James Binns

GRAPHICS	SOUND	GAMEPLAY
88%	80%	91%
GAMELIFE 93%	OVERALL SCORE:	91%

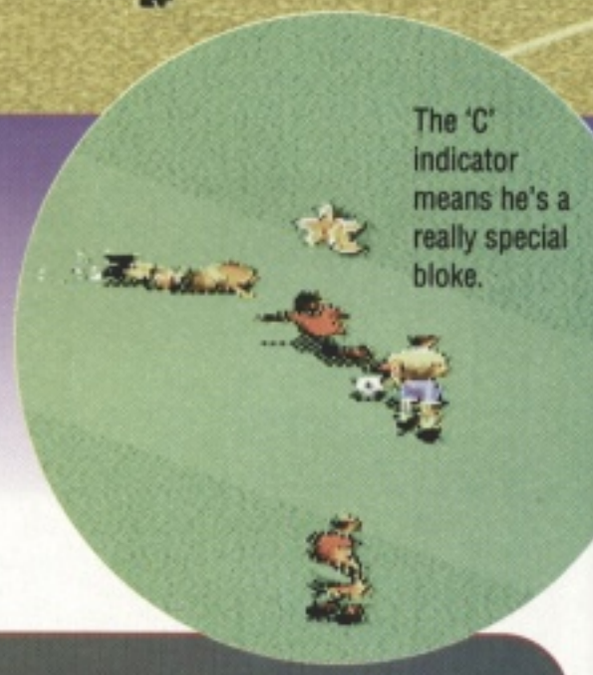
VERDICT: A seminal game, making its SNES debut, and not before time too. One of the most sophisticated, frustrating and downright enjoyable ways to kill time ever devised.

FEVER PITCH

ECU 0 - 0 SCO
It's odd how CPU players manage these shots.
0:15
CAM 0 - 0 KUW
A good save. A rarity with these keepers.
0:41
KUW 0 - 0 JPN
Look at the quality of the mowing on that! Crikey.
0:24
CAM 0 - 0 KUW
See how the white lines have been scuffed out in places? Such attention to detail.
0:42
ENG 0 - 0 SCO
Coo, players even have different hairdos, too.
0:43
CAM 0 - 0 IRI
Hey, these guys even stop for a whassname when they get caught short.
0:51

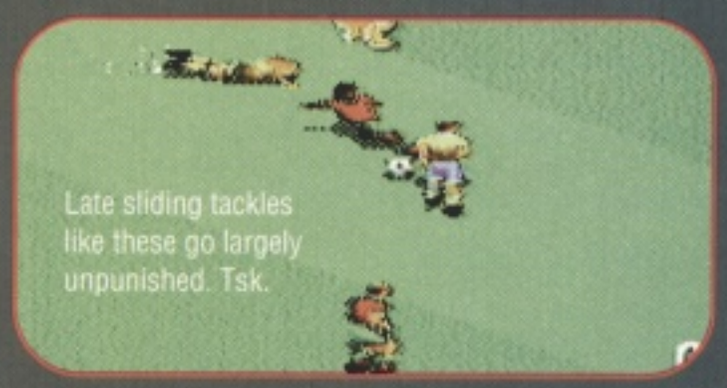
UK Release

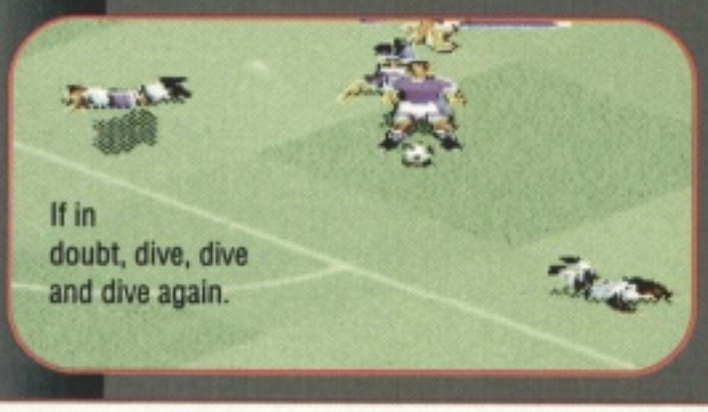
Game: Fever Pitch
Publisher: US Gold
Developer: In-house
Price: £TBA
Release: June
Players: 1-5 simultaneously
Cart ROM: 16 Mbit

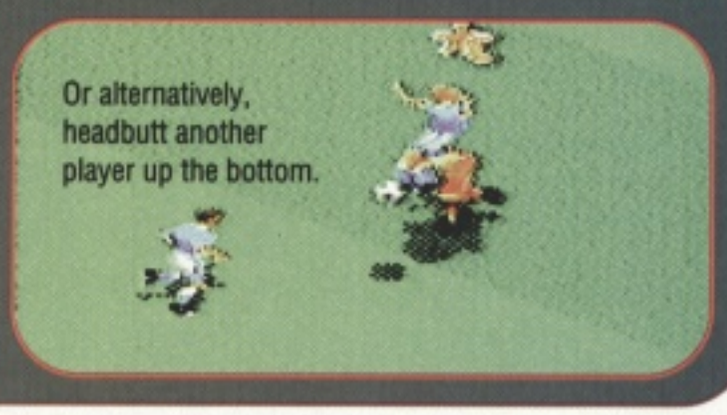


OH, REF– UH–REE!

Select aggro 'on' in *Fever Pitch*'s diminutive options section for that full Saturday afternoon, Selhurst Park experience. Sadly, you can't 'be' Vinny, Razor or Hughesie – the players are all nameless, sadly – but at least you can recreate the behaviour for which they've achieved such notoriety, without risking a ridiculously small fine and some seriously sensationalist tabloid coverage.







Does the sight of players handbagging it at ten paces excite you? Do you like your footy action spiced up with a bit of rough and tumble? Then this might be just up your street...

FIVE GREAT THINGS ABOUT REAL FOOTY

1 Watching Colly give the wobbles to defences countrywide. (He's been compared to a young Tony Mott, y'know. Well, by me.)
2 The fat but funny bloke that appears at every football ground around the world, who always starts the sing-songs. Bless.
3 Indoor five-a-side footy – where bouncing your opponents off walls is as much fun as bouncing the ball itself.
4 That exact, sweeter-than-saccharine moment when you strike the ball perfectly and you know that nothing can stop it, ever.
5 The fact that you don't need a bean to get started, get good, and get to be one of the highest-paid earners in the world.

FIVE CRAP THINGS ABOUT REAL FOOTY

1 Managers who are prone to saying, "We showed a lot of character out there today". What a sad collective.
2 Players who, before a big cup tie, say, "Everyone says that we're the underdogs, but we're going to prove them wrong," and then go on to promptly lose horribly.
3 Kevin Keegan's, Peter Beardsley's and Ryan Giggs' hairdressers.
4 Greasy Joe's dodgy burgers and polystyrene cups of 100°C coffee at Twerton Park, home of Bath's finest, the Gas.
5 The difference a dirty great wad of cash makes.

GOOD, BAD OR UGLY?

Such is the stodge-like consistency of the SNES footy game market that new entrants are being spiced up with special features in order that they appear remarkable, it would seem. *Fever Pitch*'s angle is one that encompasses violence, beer bellies and crude behaviour. Or at least that's what the over-enthusiastic marketing paraphernalia would have us believe.

In game terms it simply adds up to being allowed – encouraged, even – to plant your footwear firmly in opponents' nether regions, thus incapacitating the poor fellows and leaving the ball free for collection by one of your own. This is all well and good for the first hour or so of play; such behaviour is treated with notoriously tightly-enforced ruling in the likes of *Sensi*, and it makes a pleasant change to be able to hoof players as well as the ball, especially if it's human opposition (of which a total of four can be selected via a multitap). But when it comes down to it, you're here to play football, and the facility to foul largely free of penalisation ultimately hampers that. It's a feature that can be switched off, for which I was grateful.

The other selling point is the range of star players on offer – eight in total, with skills ranging from high-powered shooting to inch-perfect passing, to the ability to steamroller other players, just like Pearcey does every Saturday after' (yeah, I'm a Forest fan, and proud of it). Yes, they all make a difference. No, they won't inspire other footy game designers to sit back and rethink their approaches.

Fever's *FIFA*-style viewpoint works successfully, and many types of pitch surface (depending on where you're playing in the world) have been faithfully transferred, ranging from stretches of dirt to lovingly-mown expanses. The game's promise of SGI-rendered players, on the other hand, is a shallow one – I can't really see the point in powering up thousands of pounds worth of high-end graphics gear if all that's going to come out the other end are typical SNES sprites.

CPU artificial intelligence is a much under-discussed factor in footy games, but for solo players faced with long evenings in the company of their SNES alone, it's where many examples fall. And *Fever*'s routines are occasionally suspect, their weaknesses being especially evident when a CPU attacker breaks for goal, always choosing to veer wide to the left or right even with a patent scoring opportunity directly ahead. I have, for example, watched a CPU player go one-on-one with my keeper, pull the ball wide to pass him and – now with half a goal yawning open – pulling it out even *further*, allowing my number one to regain his position and stop the eventual shot. It was cringingly amusing to watch, but not a lot else. Your own keeper is frustrating himself, mind, sometimes letting even the softest of dinks past his flopping torso. Some more playtesting required, methinks.

And now it's penultimate paragraph time, where, having run out of space, we briefly touch upon the game's other inadequacies. You can't dribble for any length of time because it's so easy to be tackled, making for restrictive, pass-heavy matches; and the *complete* lack of strategical elements or one-off match options or any decent options at all, come to that – gamers, especially footy gamers, like to tweak: fact. And good things, briefly: it's fast – quicker than both *FIFA* and *International Superstar Soccer*; its intelligent passes work efficiently; and the away kits and other minor touches (like yellow-carded players appearing with little indicators above their heads when in possession) are well thought-out.

Doubtless *Fever*'s 'real' mud, sweat and tears approach will provide a draw to many fans of our game of beauty, and those primarily concerned with topics such as how many lumps Eric Cantona has kicked out of fans or members of the press during the last week will enjoy its base undercurrents. Appreciators of depth, control and finesse should sniff out *International Superstar Soccer* instead.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
84%	79%	80%
GAMELIFE	OVERALL SCORE:	78%
64%		

VERDICT: Despite its original approach, *Fever Pitch* is just a meat-and-potatoes footy game, albeit a mildly enjoyable one, in the short term at least. Its lack of depth and some clumsy AI seriously spoil its chances of succeeding in such a competitive area.

HAGANE

Strap on the tin helmet, unlock the Anderson shelter and prepare to say "gnarr" on more than one occasion. Hagane is here, watch the blood and feathers fly.

UK Release

Game: Hagane
Publisher: Virgin
Developer: Hudson Soft
Price: £49.99
Release: June
Players: 1
Cart ROM: 16 Mbit

Aladdin has a magic carpet, our hero has a bright red floaty ship. With a small, but tasteful oriental rug scattered atop.

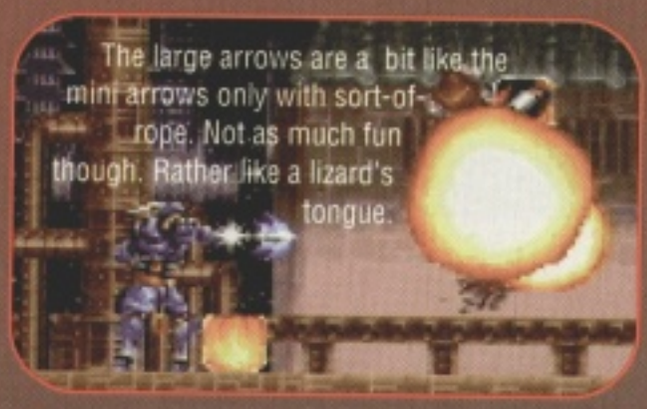
A shuffle, a feint and an explosion scattering the hapless fools. Splendid.

Crikey, taking a major tumble at the hands of the blokes-that-look-like-*Star-Wars*-extras, and there are pick-ups to be had. Damn.

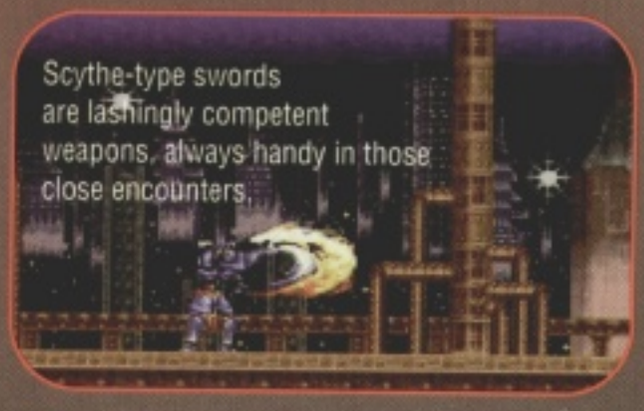
ONE NIL, TO THE ARSENAL

***Super Play*'s cordial invitation to feast your eyes on the weaponry on offer in *Hagane*...**

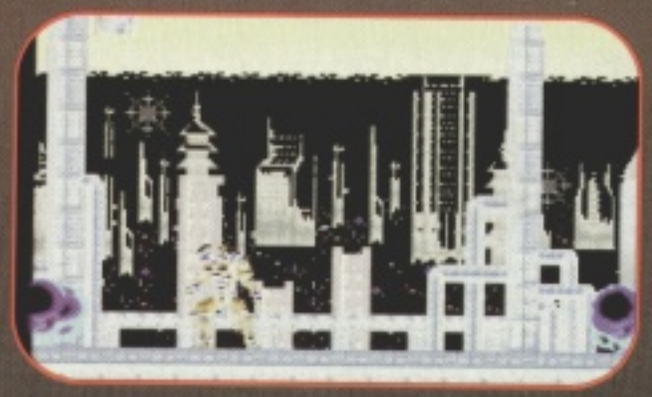
Mini arrows are a delight. Offload them with glee and pick up more along the way.



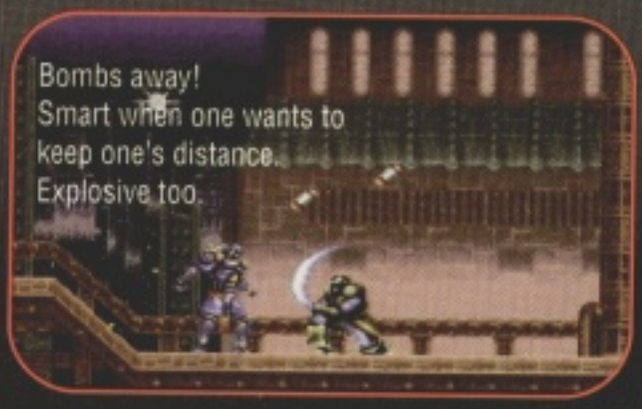
The large arrows are a bit like the mini arrows only with sort-of-rope. Not as much fun though. Rather like a lizard's tongue.



Scythe-type swords are lashingly competent weapons, always handy in those close encounters.



THE BUTTON WHICH DESTROYS ALL... Simply fabulous. Bash it and watch the enemy flounder about while you collect pick-ups as if they were dead fish.

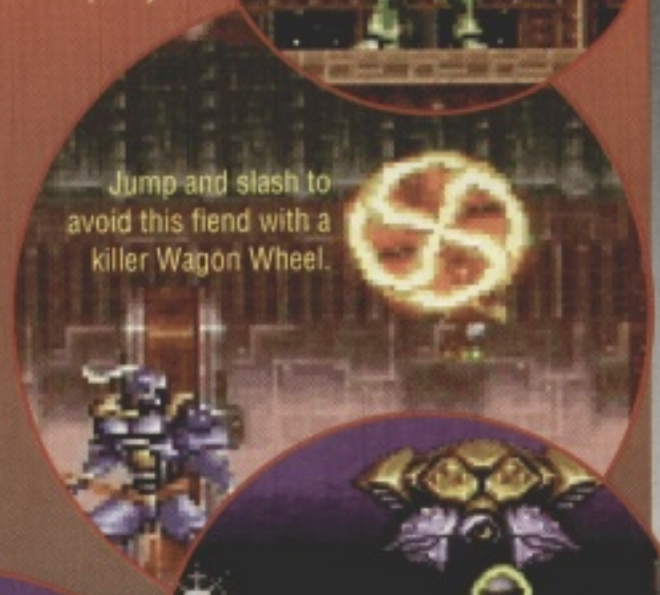


Bombs away! Smart when one wants to keep one's distance. Explosive too.

BAD BOYS

And this is *Super Plays'* guide to the baddies who are there to make life difficult for you in *Hagane*...

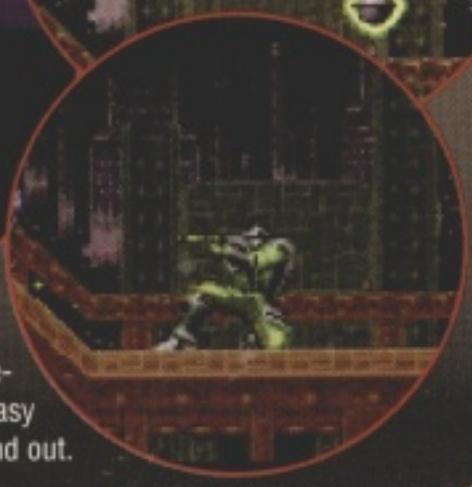
Amusingly, this fellow will often run straight past you.



Jump and slash to avoid this fiend with a killer Wagon Wheel.

Jump high and blast with the little spear things.

Annoying, swooping birds without a protection order. Good.



Bloke-who-looks-like-he's-in-*Star-Wars*. Easy meat. One blow and out.

Posh mechanical equipment features strongly in *Hagane*. It's the sort of stuff Scaramanger used to have in *James Bond*.

No, this isn't the post-death scene portraying our hero's trip to heaven. Still, it's a bit scarey, though.

GOOD, BAD OR UGLY?

Hay gain. Hag Annie. Whatever the pronunciation, this is a left to right scrolling trudger of a shoot-'em-up. "In the time of darkness the pathway to Armageddon opens!" screams the intro screen, cordially inviting you to survey a fabulous arsenal and distribute it accordingly. Bombs, spears, ropes-with-little-spikes-on-the-end, slashing swords and THE BUTTON WHICH DESTROYS ALL – oh yes, they are all yours.

You are a serious man, a fellow with a thirst for a kill. You look like any number of chaps who've appeared in such fare afore – Mr Turrican in particular – but fear not, for you are a sturdy gent, a man of means, despite your tendency to stumble, nay, tumble in the first level. Not that it's your fault though. No, sir. If your enemies weren't wont (can you say that?) to regenerate so darned often, the task in hand (for it becomes a task) would be a sight easier.

Oh look, it's like this. *Hagane* is a shoot-'em-up in the classic mould. You jump, dodge, swerve, swagger, slash and blast your way past eagles, samurai, chaps-who-look-like-extras-from-*Star Wars* and a whole host of others who make it abundantly clear that the pathway to Armageddon will not straight and true run. Big bosses rule the gates and the whole caboodle is firm, fair (well, not quite) and pretty, but you've seen this game before. Sure, it wasn't called *Hagane*, but it looks and plays fair similar.

So, if we were taking notes, point one would be that *Hagane* offers nothing new. It harbours no thoughts of breaking genre boundaries, nor does it pause to take on board the issues of the day. But here's the rub. The game is rock hard, a real muddy funster of a challenge.

The enemies are consistent yet rather too prolific for comfort and they have that remarkable (a polite word for annoying, I know) tendency to reappear shortly after you've despatched them with a swift spear in the ribs. You can either chuckle and toss your head sideways exclaiming, "guys, come on" in mid-Atlantic brogue, or indulge in solid Anglo-Saxon profanity. The latter appeals after an hour or so.

And there is scant room for error, for your lives are but brief. Forgetting the fact that our hero walks like Larry Grayson on shandy, the actions, and indeed, reactions of the player must be pixel-perfect. Every time you hit the deck, it's back to the start. Now it's about time that your correspondent should suggest that, "pick-ups abound" (Game Reviewers Guild Rule 12, don't you know?) and yes, you can add the odd life to your meagre tally but it don't change the fact that *Hagane* blasts you from all sides. Sure, we like a challenge but heavens to Betsy, one moment you're happily snaffling an oriental chappie with your sword yet in the winking of an eye, blighters surround and bullets proliferate. In the end, it rather becomes like learning your times tables – it's parrot fashion practice that ensures progression. Blindingly linear, one might say. One would. And with the level clock counting down, you really can't afford to crouch at the edge of the screen picking Johnny Spacecreature off at will.

Now I know all this sounds awfully negative, and really, I don't mean to be rude. *Hagane* is a fun shoot-'em-up in 'the classic mould' (GRG, rule 27). It's a lift-taking, hip-blasting, boss-booming, hair-tearing affair but please, avoid playing the game when Granny visits. She wouldn't mind the beating, it's the language she don't need, to slightly adapt the words of that fine pop single, Cool For Cats from popular beat combo Squeeze.

● Steve Bradley

GRAPHICS	SOUND	GAMEPLAY
77%	73%	70%
GAMELIFE	OVERALL SCORE:	74%
79%		

VERDICT: *Hagane* is as traditional as Yorkshire Pudding, as tough as those liquorice sticks you get from the greengrocers and mildly enjoyable in a 'haven't-I-seen-you-somewhere-before?' sort of way. Somewhat linear though, ultimately you progress through practice parrot-fashion which disappoints.

STARGATE

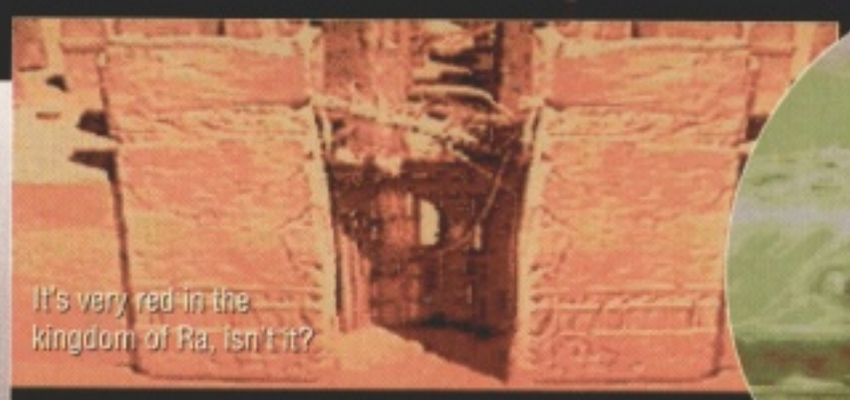
Ancient eras ago, perhaps before time, the last member of a dying race came to earth in search of new life. This being was Ra, and even now, thousands of years on, he's still trying to peddle his tedious little life story to us.

UK Release

Game: Stargate
Publisher: Acclaim
Developer: Probe
Price: £TBA
Release: End of May
Players: 1
Cart ROM: 8 Mbit

Another fiend, who deserves to die...

All this hanging about plays hell on your arms.



It's very red in the kingdom of Ra, isn't it?

THE MYSTERIOUS CITY OF NAGAD
WHERE A RACE TRANSPORTED FRO
ANCIENT EGYPT TO WORK AS
SLAVES LIVE IN CONSTANT FEAR
OF THEIR SUPERNATURAL RULER,
RA.

Is this the Gents?

Our hero saves the day.

HIGH SPHINX

Getting bored of running around the desert shooting over-sized beetles with a sorely inadequate weapon? Then why not leap aboard a spaceship and break up the arrid, sandy monotony, with some more monotony of an altogether airborne nature.

Dear Mum. Egypt is great. Making lots of friends. Got into a bit of grief in a bar the other night. Some bloke called Ra got a bit shirty. Still, here's a piccy of me about to embark on one of those flights around the pyramids.

Erm, strange thing was, there was no pilot, and I had to fly it myself. It was all right though because the controls were really simple. Almost laughably so, really.

Got a bit worried when the other tour planes started shooting at me from behind though. However, I soon realised a way out of my predicament.

For some reason the other pilots were all dead stupid and I just had to wait for them to fly past me then pick them off one by one. Felt like I was in some really bad videogame. Anyway, weather's great, see you Thursday week.

SPOT THE DIFFERENCE!

Printed below are two screenshots of encounters with two entirely different end of level bosses. See if you can find the differences.

My first encounter with the horrifying Anubis. See how his energy bar is split into three sections making his defeat a lengthy, and some might even be bold enough to suggest tedious, process.

What's this, I've been playing for some time now and here's another Boss. This one's name is Anubis. Notice how his energy bar is split into three sections etc...

Your main character is cursed with a terrible case of deja-vu. Is it me, or do all these baddies look exactly the same?

EXPENSES SPARED!

Variety is the spice of life. But somehow, on the day I visited, those silly Egyptians had gone and lost all their spice.

This is the first section of the game. It's big. And there's an awful lot of running around to do. It is quite challenging though. Yes, I'm having fun.

This is the next section. It too is big and this time there's an awful lot of running around to do. But, that last bit was good, so a bit more of the same won't do any harm.

Oh goody, a scenery change. Hmm... gameplay seems spookily similar though.

Same again. Doh!

GOOD, BAD OR UGLY?

Until Kevin Costner's *Waterworld* opens in cinemas later this year, *Stargate* will still hold the title of "Most expensive movie ever made." Costing tens of millions of dollars it should have been one of the most spectacular films of all time, and I suppose visually, it was pretty good. But to the discerning moviegoer, it proved to be a monstrous turkey, the likes of which haven't been seen since Bernard Matthews cross-bred one of his bootiful fowls with a rhinocerous. And sure enough, as night follows day, so a truly cheesy game licence follows the movie.

OK, so the movie was a bit flaccid, but then, a film needs to grip an audience for a couple of hours solidly with no interaction at all. Given the special effects-led nature of this film though, surely there would have been more than enough opportunity to create some action-packed gameplay on an awesome ancient Egyptian scale. But no. It's enough to make Tutankhamun turn in his sarcophagus. Let's go through it in a logical order.

The graphics. Grandiose scenes constructed of vast pyramidal architecture, elaborate statues and dozens upon dozens of beautifully turned out Egyptian characters? Not a bit. Bland backdrops and incredibly ill-defined sprites who look, frankly, corrupted are all you get here.

Sound. As we all know this is only worth mentioning if it's particularly good or used in an innovative way. It's not, and hasn't been.

Gameplay. Essentially good. The attempt at decent animation on the main character makes rapid changes of direction a bit of a no-no but it all moves along at a decent pace and there's plenty to shoot. But, my oh my, it quickly dawns on you that it was only fun for the first few sections. Facing an identical challenge of jump-shoot-search on the first two gargantuan sections is trying enough, but then you realise you still have the lion's share of the thing to get through.

Tragically the bosses don't improve things much. There's Anubis, then... Anubis? Oh lordy, it's the old, "Ha, Ha, you've defeated me this time, but wait for our next encounter..." trick. Saves on memory, but doesn't spare the boredom.

And as for the comical Mode 7 aeriel sequences, well, simply wave a badly assembled Airfix model over a spinning bit of sandpaper and you get an idea of what it might have been, had it been a bit better. So then, basically sound, but teeth-grindingly repetitive and average.

Gamelife. I knew there was something good about the game. It's quite hard. And if not hard, then it is, at least, time consuming, so yes, it'll last a good while.

So there you have it, that's all bases covered really. Personally I wouldn't touch it with a bargepole, but to return to the movie for a moment, the interesting fact is that despite its dreadfulness, the film grossed $61,000,000 in its first four weeks in the US alone. So, to take it to its logical conclusion you'll probably all completely ignore everything I and the rest of the team say about the game and go and waste your money on it. But I do hope not.

● Andy Dyer

GRAPHICS	SOUND	GAMEPLAY
30%	50%	65%
GAMELIFE	OVERALL SCORE:	60%
80%		

VERDICT: Just like the film, only with all the grand spectacle missed out which, uh, was... the... only... good... thing... about... it... oh dear, oh dear.

In the **race** to the **next generation,** one magazine is **light years** ahead

Edge: defining the future

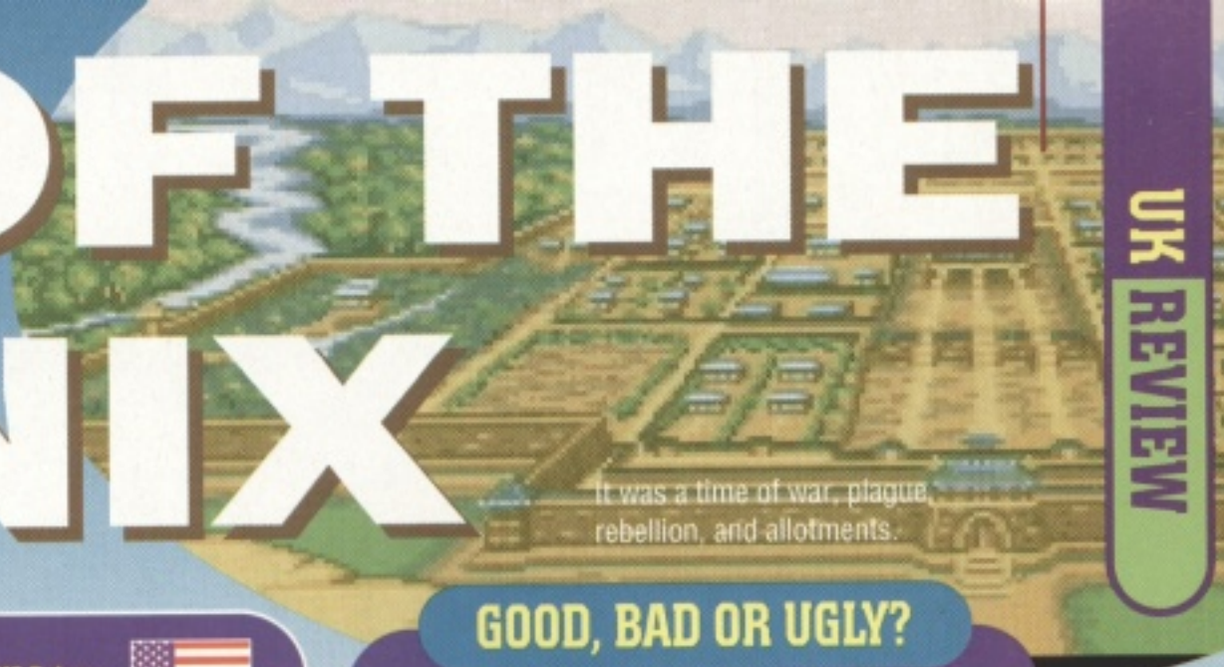
Magazine of the year

INMIN

Industry awards

Issue **twenty-one** onsale
27 April at selected newsagents

RISE OF THE PHOENIX



206 BC: in the absence of telly, electric rice steamers and *DBZ*, the Han and Chu forces of Ancient China decide that a war might relieve the tedium.

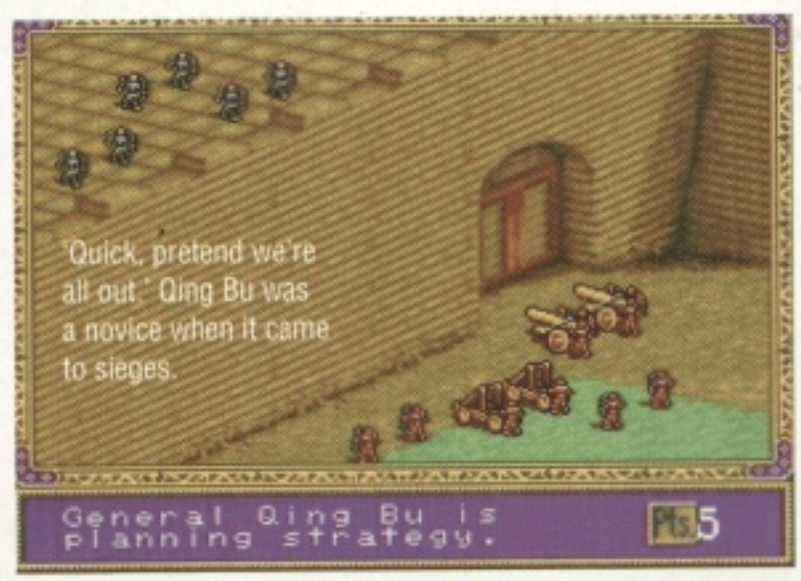
Liu Bang's rhubarb was the finest in China.

US Release

Game: Rise of the Phoenix
Publisher: Koei
Developer: In-house
Price: £52.95
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 12 Mbit
Adapter: Any
Game supplied by: Dream Machines 01429 869459

LOSE YOUR FACE

The box blurb promised us 'animated violence'. Well, this page shows pretty much all the frames of animation in the game. Not exactly *John Woo*, is it?



But, returning from battle, they found they'd locked themselves out of Yang Di palace...
General Qing Bu is planning strategy.
10

Surely our children should be spared these sickening intimations of violence and death.

GOOD, BAD OR UGLY?

If you're going to produce a historical strategy wargame, shouldn't it...
(a) be historically accurate, and
(b) represent the strategies actually used in war?

In *ROTP* your army contains cavalry, infantry and archery units – but they all move together as one division. So fire with your archers from a distance, then watch them get hacked to paté as they charge in with the horses. Nice one, Koei.

Essentially *ROTP* is a much-simplified version of Koei's *Romance of the Three Kingdoms* games. Unfortunately that's rather pointless, as it's the complexity and control of *ROTTK* – the capacity to twiddle with domestic budgets, diplomacy and military tactics for every clan in ancient China – that makes them of any interest at all to strategy fans. And even then, you're pretty much roleplaying a chartered accountant.

OK, I'm not afraid to admit my perversion. I'll hold my head up high, feel the storm winds coursing through the fur trim of my snorkel hood, wave a fistful of hex graph paper at the thunderous heavens and shout, "I am a Strategy God!"

But, er, I don't expect everyone to join me in this.

So I'm indebted to *SPlay* reader Cheynne Hempshall for correspondence asking why I mark these games so harshly when I'll play them for hours and hours. My reasoning is that console strategy games can be every bit as good as those on home computers, but it's so rarely the case. Koei seems to be the only company dedicated to the genre, but its games are as dull as a dufflecoat with all the plastic mock-horn toggle buttons missing. Right now they're pretty much all I've got, but I'm holding out for *Civilisation*, the *Ogre Battle* games and more to put them to shame. I have a dream...

● Zy Nicholson

GRAPHICS	SOUND	GAMEPLAY
48%	69%	45%
GAMELIFE	OVERALL SCORE:	
50%		46%

VERDICT:
There's more strategy in a game of Snap. Below average, even by Koei's standards.

FULL THROTTLE ALL-AMERICAN RACING

UK Release

Game: Full Throttle All-American Racing
Publisher: Gametek
Developer: Cybersoft Inc.
Price: £49.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 4Mbit

Wouldn't it be good if you actually *did* suffocate at speeds of over 20 mph? People in London would be all right, though.

Plenty of racers at the start. But the pack thins out to the point of not being very exciting. The roads are too wide as well. And you can ride on the water on the bridge sections, too.

WATERWORLD

You don't have to go through the poles, but if you do you get extra points. Also hidden in the water are green patches (algae, industrial waste, or just green patches?) which slow you down. These correspond with the sand, oil and, yep, cones on the bike bits. Oh, and if this screenshot looks slightly dynamic, it's because you can't actually see how slow and tedious this bit of the game is. Simply putting a huge speed on the read-out doesn't make things more exciting.

You can easily catch up with the fellows in front, but they speed up and kick you (both in the water and on the bikes. It's pump.

The L and R buttons are for kicking. So is this entire game, actually. Aha ha. Can I go home now?

The falling-off bits are the best part of the game. But you won't see them that often, because it's quite easy.

Repair is certainly right. Let's see now, smashed vertebrae, fractured skull, punctured spleen and a nasty graze on the chin. Take me to Mode 7 Royal Infirmary (unless it's been closed).

WELCOME TO THE MACHINE

Nothing exciting here, I'm afraid. The problem is, *Full Throttle* doesn't contain anything that hasn't been done better elsewhere. Even the workshop bits could at least have been done with a touch of panache and maybe some more appealing graphics. As it is, it looks worse than a Honda manual.

GOOD, BAD OR UGLY?

Imagine the conversation...
Programmer 1 – Let's do a motorbike racing game with kicking, a bit like *Road Rash*! We could have it taking place through the USA. There can be power-ups, money and collectibles, so your bike gets improved as you get more money to spend from your winnings.
Programmer 2 – Nah. Been done. *Road Rash*, for example. We need something extra. I know – what about a sub-game in which you dry varnish with a Pifco. The faster you dry, the more points you get. If you do it wrong, the varnish could blister! Eh?
Programmer 1 – Not bad. But we need to use Mode 7. How about a section where you race those jetski wet-bike things? At least that would tie in with the motorcycles. The controls could be the same, and you could kick the other racers and get money to improve your jetski.
Programmer 2 – You've got it! You could slalom through ski-style gates in both sections, and there could be nitro and turbo power-ups as well as extra repair or money bonuses.
Programmer 1 – This is great. But aren't we making more work for ourselves, doing two games in one?
Programmer 2 – Aha! Here's the clever bit. We do both in the time it takes to write one decent game, and people will never know. Although there won't be any feel to the bike sections, and the jetski bits will be extremely slow and unexciting, we'll just make the mph speeds appear really high. Say, 135 mph for both sections, and Bob's your uncle.
Programmer 1 – You're a genius. It's Tuesday now, so I reckon we'll have it all done by Thursday lunchtime. Fancy a quick game of *SFII*?
Programmer 2 – No. You know the controls are too complicated for me to understand.

● James Leach

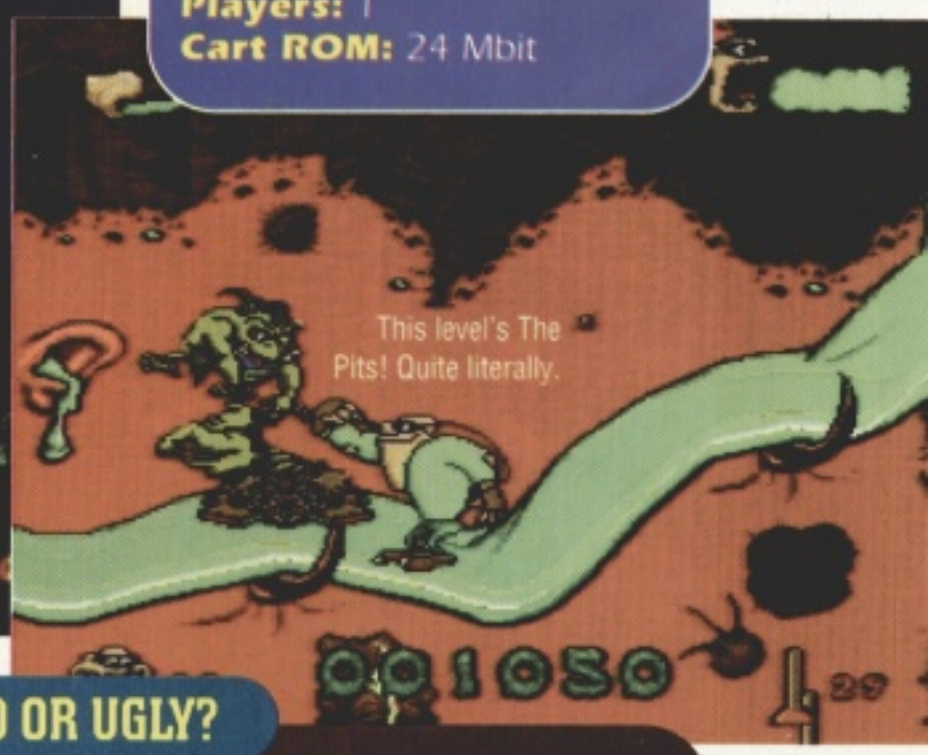
GRAPHICS	SOUND	GAMEPLAY
38%	44%	36%
GAMELIFE	OVERALL SCORE:	
29%		32%

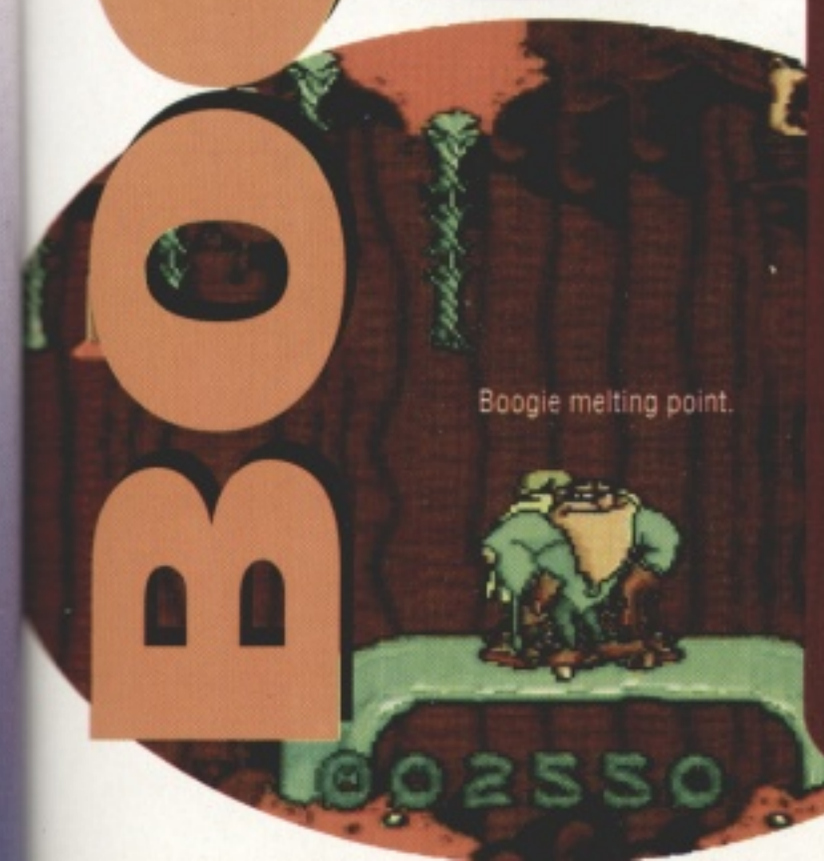
VERDICT: A boring 3D bike game and an irritating jet-ski Mode 7 game on one cart. Remember to put it in a bin-liner, as the dustmen won't take it away otherwise.

BOOGERMAN

BODY JUICE POWER!

Collect the puerile power-ups to boost your gobbing power, or why not gobble a portion of chillies to ignite your bum gas? Either way, dispatching with enemies is entertaining...





UK Release

Game: Boogerman
Publisher: Interplay
Developer: ZYE
Price: £55
Release: Out now
Players: 1
Cart ROM: 24 Mbit

GOOD, BAD OR UGLY?

You've seen it all before. There, I've said it. But will you keep reading until the end? Blimey, writing for *Super Play* sure is thrilling. But it's the unquenchable truth. *Boogerman*, a title that's taken an age to burst from Mega Drive insecurity into the Nintendo spotlight, comes in a regalia of averageness. Not a spark of original gameplay, not a bean of truly imaginative design rattles around its echoing structure.

And that's a shame. I was brought up on a steady diet of sunlight, roughage and lashings of raw, intensely playable computer platform romps. Yep, the Speccy served me well... and I've come to believe that dishing out rather half-hearted affairs such as *Boogerman* on the 16-bit SNES can serve no purpose but stifle the current resurge of interest in videogaming.

So what can you expect from the game? A selection of sphincter-loosening areas divided into some rather linear levels, that's what. Populating these comes a myriad of antagonistic evil-doers, each dispatched by a lofty flick of nose glue, or a timely evacuation of gullet gas.

You can still jump on the enemies' heads, but collecting power-ups to build up your flem arsenal is certainly more fun. At the end of each area, you'll be faced with a boss, but be it thick boy with his boomerang hen or Deodor-Ant and his anti-histamine spray, you'll learn the attack pattern distressingly quickly.

Perhaps I'm being too harsh. It's hardly the world's worst platform game ever, and definitely not *Earthworm Jim*'s Nemesis, but the constant reliance on attempts to drain a laugh from the player rather than concentrating on the game in hand ends up being tiring. The character and situation – a superhero blessed with productive juice glands drawn into the realm of dimension x crement – certainly hints at it being aimed at a younger age group, as does the one-way nature of the levels and simple bouncy-head action. But after the classy delights of *Super Mario World*, *Jimmer* and even *DKC*, will 'the kids' be fooled, tempted by the unsavoury icon alone? There's just not enough here to keep you interested, and even less of that to keep you keep you coming back for more.

● Marcus Hawkins

GRAPHICS	SOUND	GAMEPLAY
53%	65%	70%
GAMELIFE	**OVERALL SCORE:**	
65%		56%

VERDICT: Oh, it's very funny for five minutes, but *Boogerman* is steeped in averageness. A platformer rooted in the old school.

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JAMES POND 3

OPERATION STARFISH

The world's foremost scaly spy he may be, but James Pond proves not to be a master of disguising his influences.

UK Release

Game: James Pond 3: Operation Starfish
Publisher: US Gold
Developer: Millennium
Price: £44.99
Release: End of April
Players: 1
Cart ROM: 16 Mbit

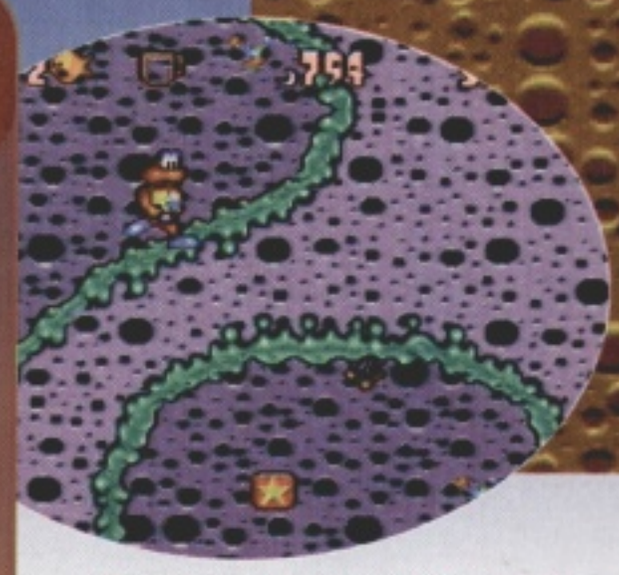
There's no need to look so pleased with yourself just because you've worked out how to get at those bonuses. It's so obvious, Danii Behr could work it out...

AND THE PASSWORD IS... FAR TOO LONG

This has got to be the most pointlessly over-complicated password system ever.

With 22 spaces to fill in, you have to choose from 32 icons, each of which can be any of four colours. Apart from the fact that it takes a good couple of minutes to enter a password, it's also blimmin' annoying when, in the middle of the game, you have to take a 10 minute break to write down, "Red dog, green bomb, blue planet..." and so on. It's almost quicker just to start the game from scratch again.

Meanwhile, The Stone Roses completed another LP.



This'll be that old stand-by, the teleport from cavern to cavern level. When's the water world?

If Dr Maybe was a thunderbird puppet, that hand would be Sylvia Anderson's. Fact!

SERIOUS HEADBANGING

Like in *Mario*, if you jump underneath these boxes, things like pick-ups, moon bonuses or, sometimes, extra platforms will appear. Sometimes, annoyingly, and occasionally pointlessly, these boxes are invisible, so random jumping can reap dividends.

Oops, missed again. He's new to those springs, y'see.

SAMPLER

This is a about half of a pretty typical level from *Pond 3*. I bet it all looks pretty familiar stuff.

Don't be fooled by the dopey grin. Beneath the mild-mannered exterior is Super Chicken, the boss-type baddie who lays eggs faster than a speeding offence.

There has got to be some pretty powerful helium in that balloon.

Collect a mere 1,000 bananas... er, sorry, moons for a precious extra life.

CHEESY MAPPAGE

Loads of the levels in *James Pond 3* have incredibly cheesy names. This is because the plot has to do with the villainous Doctor Maybe taking control of the Moon's cheese mines. Who writes this stuff? Anyway, as you progress through the levels, the map builds up, and you can go back to any level you have completed (which is handy picking up extra energy if you're getting low). All very *Mario*.

Oh, how we laughed at all those clever cheese puns. But not as hard as we did during *Streetfighter the Movie*.

You can pick up a device on one level which opens up alternative routes.

GOOD, BAD OR UGLY?

Ever wondered what the world would be like if *Mario* had not, in fact, been a plumber, but a fish? No? I thought not. But if you had, you probably would have imagined a game pretty much like *Operation Starfish*.

James Pond 3 isn't so much a carbon copy of *Super Mario World* – there are fundamental differences in the structure of the two games – but it bears more than a passing resemblance to the world's best-selling cart. It's platform action that requires a bit of thought if you want to get through the levels. You don't just run, jump and hope. Even the graphics have that *Mario*-style no-nonsense, utilitarian appearance; functional, but rarely gobsmacking.

However, *James Pond 3* rarely does little more than go through the motions. Admittedly, there are flashes of ingenuity in the game design, but most of the stunts you have to pull off in *James Pond 3* are a bit on the obvious side and lack the subtlety of Miyamoto's work.

Mind you, it helps that there are 111 levels; none of them are huge (in fact, some of them contain just a single boss-style enemy) but they are satisfyingly varied, making use of just about every kind of trick, gimmick and challenge that has ever graced a platform game – mazes, teleports, switches, bizarre power-ups, upside-down platforms, invisible platforms, naked dancing girls, allies to help you out when the going gets tough, the whole kit 'n' kaboodle. Except the naked dancing girls. I lied about them.

Occasionally, the combination of elements works perfectly, and there are some genuinely impressive levels which you can really get your teeth into. But too many of them are unappetisingly brief and tend to resort to tried and trusted platform clichés. 111 levels might sound impressive, but a few longer levels with more things to do would have been top. As it is, the wearingly-thin formula seems to be 'one gimmick per level'.

And, as the transvestite said to the drunken man, there are a couple of structural problems. The controls are a tad on the unresponsive side. This makes carrying out some of the more delicate timing puzzles a really laborious chore – don't you just hate it when you've worked out what you need to do, and you just can't do it because the controls are so muddy?

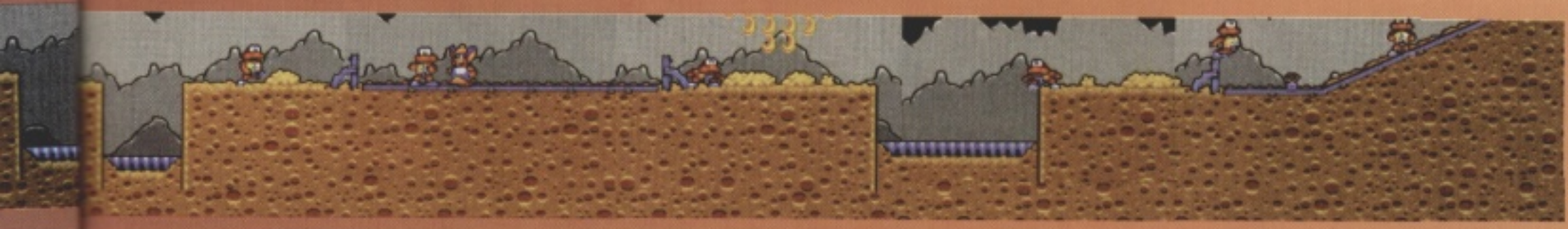
Plus, there are a few irritating collision detection and slowdown problems which, while not debilitating, do ruin the flow of the level. It's also blessed with the most interminably long-winded password system ever. The danger here is that you just won't bother restarting because it's such a hassle.

So, it's all familiar, tried and tested stuff, and hardly a technical masterpiece. Competent and playable but rarely impressive.

● Dave Golder

GRAPHICS	SOUND	GAMEPLAY
70%	79%	78%
GAMELIFE	**OVERALL SCORE:**	**77%**
82%		

VERDICT: An unashamed *Mario* rip-off... er, homage. It's 111 (admittedly short) levels of good, honest, unpretentious, varied, and ultimately rather dull platform action.



PUTTY

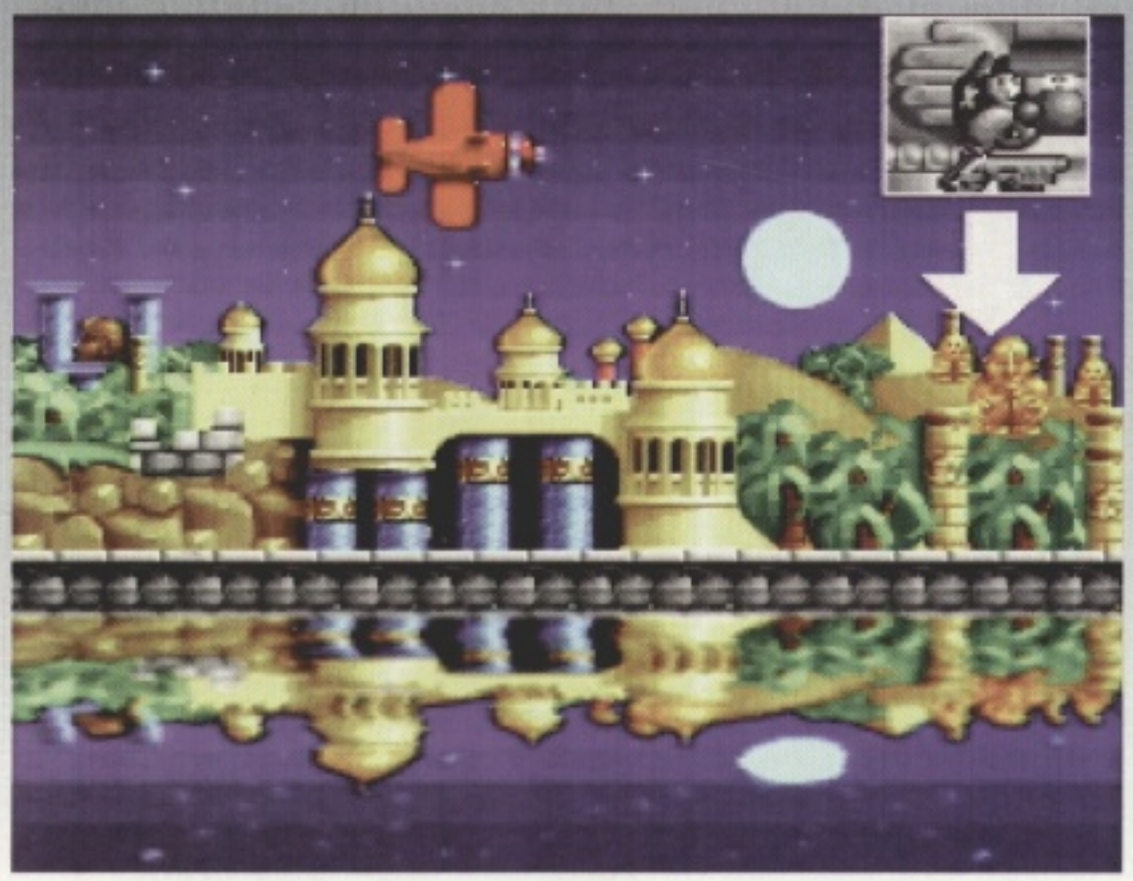
To appreciate what's going on here, you really need to have seen the notoriously tedious film *Apocalypse Now*. A load of Putties have gone missing, and the rumour is that Napalm the cat has gone haywire and is holding them all hostage. Putty, along with another cat called Dweezil, must infiltrate his 'manor' and recover the prisoners.

UK Release

Game: Putty Squad
Publisher: Ocean
Developer: System 3
Price: £44.99
Release: Now
Players: 1or 2 simultaneously
Cart ROM: 12 Mbit

Did you hear about the man who couldn't tell the difference between putty and porridge? Oh.

Trapped between some teeth and a man with a gun. Mondays, eh?



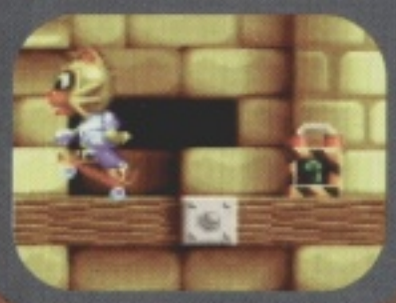
A scrolling shoot-'em-up bonus game? Or merely the between-level sequence where you fly to the next bit? We refuse to tell you.

BE LIKE THIS, OTHER GAMES

***Putty Squad* is packed with amusing, life-affirming ideas. Let us examine several of them...**

Pick up a round thing with a star on it and a hot air balloon will float onto the screen. Having hopped aboard, you can fly it to anywhere you like with absolutely no risk to your personal wellbeing.

Dweezil, while not on your side exactly, can be fooled into helping you. Dropping a tin of catfood will lure him to your current location, whereupon you can knock him over and bounce on his stomach to reach high platforms, or leave him alone for a bit and hope he drops a bomb. He never seems to cotton on to what's going on.



Nitro bombs explode a short time after being dropped, felling baddies without mercy.

Helicopters fly around on later levels, dropping paratroops. These then attack you, which isn't amusing.

Securing the appropriate power-up will cause Uncle Ted (who played the Hammond Organ in *Super Putty*) to enter the screen and set up his 'rig'. The baddies then dance helplessly to a selection of dance hits while you kill them at your leisure.

SQUAD

SQUELCH

Being, quite literally, Putty, your character can do things beyond the capabilities of normal game characters. Behold:

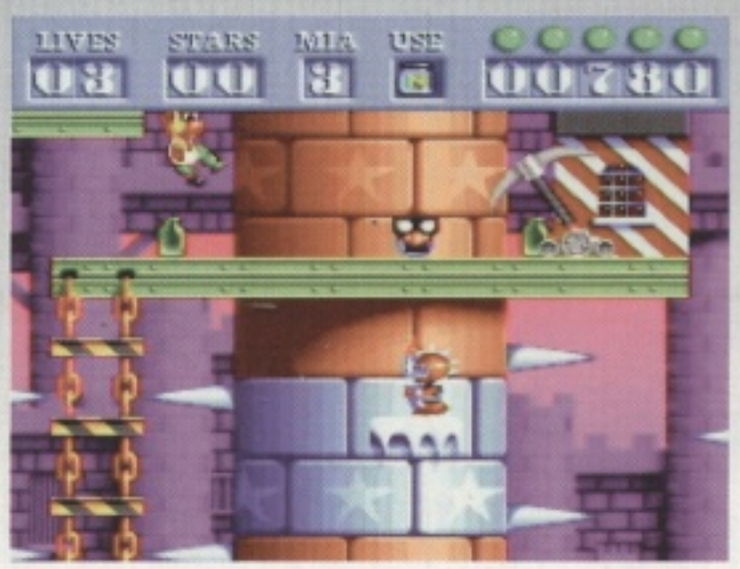
He can stretch across long gaps, and ooze down steps.

He can punch baddies to kill them.

Or, alternatively, jump on soldiers' heads and squash them, before bashing their helmets into other baddies. You will already be familiar with this technique.

He can flatten himself, so that baddies pass harmlessly over him.

He can inflate himself and float around a bit, before bursting and killing any nearby baddies (at considerable cost to his own energy levels).



Oh no. Where can Putty have gone? We only appear to be able to see a small blob with a moustache and glasses.

Further intervention from a man with grenades.

Putty caught at an idle moment.

GOOD, BAD OR UGLY?

When the world comes to an end, and all the games ever created rise up from the storm-lashed sea to be judged, *Putty Squad* will be held up as an example to them all. "Why couldn't you all have tried as hard as *Putty Squad*?" they'll be asked. Shuffling their feet awkwardly, they'll mutter something about deadlines and ROM limitations before most of them are damned to burn for eternity.

Putty Squad really does pull out all the stops, and makes a splendid 'welcome home' present as I awaken from the cryogenic stasis which has kept me from you for the last few months. It's absolutely bursting with good ideas, jumping up and down like an excited puppy.

Dweezil the cat, for example, and the way he repeatedly falls for the old tin-of-catfood ploy. Uncle Ted, who renders the baddies helpless with his scratch-mix technique. The baddies who follow you around the screen, unattached to any platform, and attack you just infrequently enough not to become annoying. Or, of course, Putty himself and his curious range of power-ups, including the incredibly literal shield, the false-nose-and-glasses disguise which prevents baddies from recognising him, and the electric punch.

Putty Squad would have been fine if they'd left it at that. But no! There's also the helicopter which flies around the screen dropping off paratroops, the hot-air balloon you can climb aboard, the power-up which allows you to morph into baddies to give them a taste of their own medicine, the nitro-bombs... it's almost too much, and you may well need to lie down between levels.

Which makes it all the more impressive that *Putty Squad* feels so slick. The animation is spot on, and the characters and backgrounds are desperately colourful, with a smart 'rendered' look and plenty of comical sound effects to complement them. And, although he could easily have become a real handful with all his curious capabilities, Putty responds crisply to the controls.

Just four things keep *Putty Squad* from surging through the 90% barrier: the frogs and tank-things who kill you outright for no apparent reason, while everything else just knocks some energy off; the slippery slope in the Wizard's Frozen Garden which I slithered cheerfully down only to discover myself sliding through the arbitrary cut-off point at the bottom of the level and dying; the baddies who shoot at you through bits of scenery you can't walk through; and the fact that, although it's always fun, nothing significantly exciting ever seems to happen, so it starts to feel just a tiny bit samey and incentive-to-continue-free after a while.

Apart from that, *Putty Squad* is perfect.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
94%	89%	87%
GAMELIFE	OVERALL SCORE:	
82%		89%

VERDICT: Absolutely charming, with enough 'nice touches' to fill ten ordinary games. And it's miles better than *Super Putty*.

Perhaps his name is ironic. Perhaps his friends said, "Oh wow. You've beaten up a couple of ladybirds and an ant. Hard man. You're *soooo* tough..."

MR TUFF

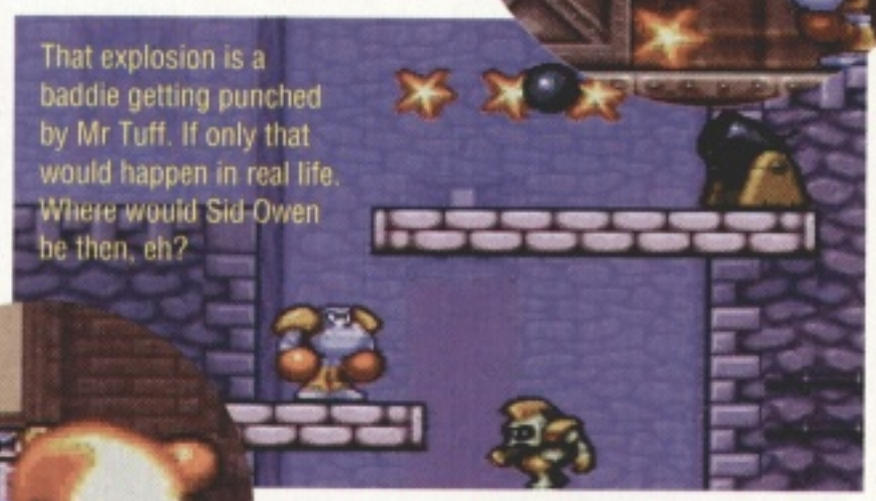
DON'T WEAR CATERPILLARS – DRIVE THEM

Mr Tuff isn't invulnerable when he's chugging along in th bulldozer, but he's a heck of a lot harder to get to. Swingi the ball around and bouncing the machine on baddies giv him a definite edge. These target walls also crumble befo him. Pity he has to give it bac

UK Release

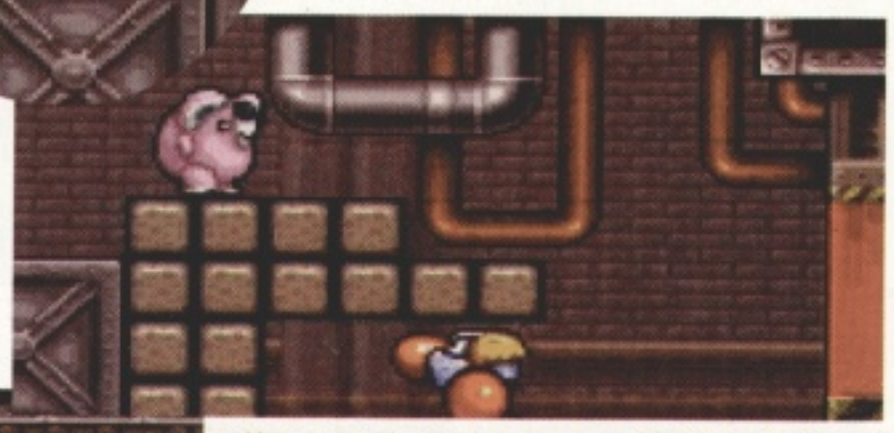
Game: Mr Tuff
Publisher: Ocean
Developer: SCI
Price: £TBA
Release: Out now
Players: Two
Cart ROM: 8 Mbits

Those pink things are a) annoying and b) almost as tough as our hero. But a few swings of the old arm and you're sorted.



That explosion is a baddie getting punched by Mr Tuff. If only that would happen in real life. Where would Sid Owen be then, eh?

How many times have you seen this? (part two). Avoid the cannonballs, kill the guard and get to the cannon to disable it. Simple.



Once again, it looks a little tricky, but stand back and smack this fella in the head. He'll die instantly.

There's a big block in the ceiling which will crush Mr Tuff to death. Proving he's not as tuff as he'd like to think.

How many times have you seen this? Yes, it's the old 'knock the blocks apart and deal with the baddie when he drops' scenario.

HOW TUFF?

Six things that are tougher than Mr Tuff

1. Whoever bullied Mike Tyson in prison.
2. Robert de Niro out of *Cape Fear*.
3. Anyone in an assault suit. Especially a girl.
4. Sean Penn.
5. *Goodfellas* (the film *and* the pizza range).
6. Anyone prepared to work with Andi Peters.

GOOD, BAD OR UGLY?

Here is a platform game in which you control a character who can jump, punch forwards and do an overarm swinging whack. He can collect stars for extra points, as well as get power-ups to make him stronger. The idea is to guide him through each level, killing all the baddies and smashing through the correct number of target walls until he reaches the exit. Oh, and there's a time limit as well.

That's the game in a nutshell. There's a load of plot guff about demolition droids saving the world and stuff, but it's all irrelevant. The bottom line is that this is, and it pains me to say it, yet another platform game.

The graphics are fairly cartoony and the game itself is easy for the first few levels, leading a disinterested judge to conclude that it's for the younger player. Could be. All the same, it's a little like *Plok* without much of the imagination of that game.

The only real fun to be had is collecting the various weapons. Tanks, bulldozers, rocket-launchers, a surfboard and so on are a bit of a laugh, but otherwise, this is a bog-standard game which will only light your fire if you're wrapped in kerosene-soaked Andrex, and you've been smouldering and blackening for the last few minutes in a corner of the room.

Pity, because it's not particularly awful; it's just got nothing which makes it worth rushing to the shops for.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
79%	75%	72%
GAMELIFE	OVERALL SCORE:	
74%		74%

VERDICT: ***Mr Tuff?*** **Mr Fairly-standard-platform-game-with-a-few-nice-touches-but-overall-rather-samey-and-too-easy, I'd call it.**

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ON SALE - TUESDAY 9 MAY

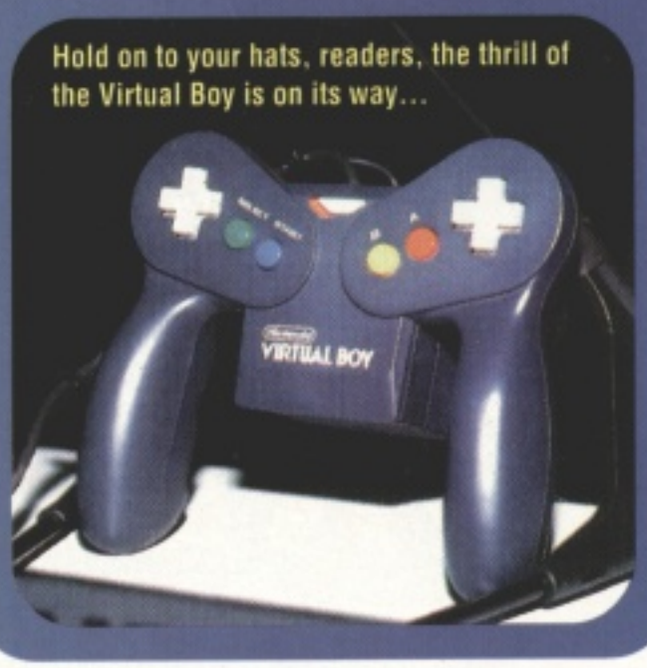
SNES TECH & GAMING GAMEFREAK

By Tony Mott

Gamefreak – the man who's got more gaming facts at his fingers than East 17 have cheesy dance routines.

From Jason Ruddy, Harelesden, London:
Q As the Super NES is becoming a family entertainment system like the NES, will there be a 'super' version of the Power Glove or Zapper coming out for the SNES?
A Hey, an ex-NES fan, you're welcome on these pages any time. Nintendo don't have any plans for SNES versions of the add-ons you mention – I suspect their relative lack of success has slowed down much of the big N's hardware innovations.
Q When the 32-bit chip arrives, do you think games companies will lose interest in the SNES and stop making games for it, like they have the NES?
A Any new cart technology developments can only encourage software development. The only problem is that the technology is unlikely to be used by anyone other than Nintendo themselves. Cost of chips, lack of vision and unwillingness to take risks are all factors that are killing original third party development in the West. Er, my name's Tony Mott, *goodnight*...

Fai Li, Rotherham, S Yorkshire:
Q Is *Samurai Spirits II* ever likely to come out on the SNES?
A SNK recently claimed that all future titles would only appear in the home on their own Neo Geo system (in order to give it some exclusive killer titles thus promoting sales), so it's looking unlikely.
Q Why is it that it's called *Samurai Spirits* on SNES and Mega Drive while in the arcade it's called *Samurai Shodown*?
A *Shodown* is its American name. It's like trainers being called sneakers, or something.
Q When will the Virtual Boy be released here in the UK?
A 1996 is as specific as Nintendo UK is getting, sadly (although rather predictably).

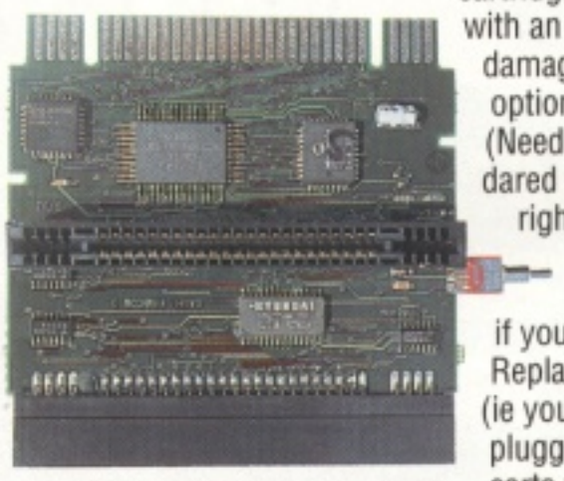


Hold on to your hats, readers, the thrill of the Virtual Boy is on its way...

From Gerry Spencer, Helston, Cornwall:
Q I haven't got your issue with the Nintendo Hotline interview, but did it cover any of these points?
1. Most of the operators seem to resent being disturbed, and are rude.
2. Every game sold comes with a leaflet saying 'ring the Hotline if you're stuck with a game', yet they say they don't cover some of the games I've got, and won't touch others, like *Lemmings*.
3. Sometimes they give out inaccurate answers, like they're just having a laugh at our expense.
A Er, no, it didn't cover any of these points, actually. I put your gripes to Nintendo and this is what they had to say in response:

"*Nintendo are very surprised to hear that a Nintendo consumer is not entirely satisfied with the Hotline... Nintendo have invested heavily in the Hotline since it started back in 1991 to ensure that the service is as helpful and accurate as possible. Each Hotliner is given extensive telephone training prior to going on-line as well as training on the games and the computer system. Currently there are eight Hotliners handling in the region of 15,000 calls per week... Since the introduction of DAISY [Direct Answer Information System – hyper efficient new software] earlier this year, the Hotliners have been able to access the most accurate and up-to-date information, tips and full back-up info on the entire Nintendo library (that's over 1,500 games!)... We hope that this isolated incident does not detract from what is a very important service that we supply to the consumer and indeed one that we are also very proud of.*"

Apparently Nintendo have never had complaints before, so I'd imagine your frictional exchange was just a one-off. I gather that the situation regarding third party release has recently changed, so they should be able to help with a wider range of games than before. Puzzle games, by definition, can't be handled via phone calls. Sounds like it's worth giving 'em another chance.
Q I think you've got your figures wrong – the SNES runs at 50 or 60 hertz, not mega hertz. It's not just you, other people have picked it up as well, and should be told the truth.
A Yeah, sorry about that – slip of the old fingers, etc. I bet you know the value of pi to a nasty number of decimal places, too.
Q If the data transfer interface for the Ultra 64 hardware runs at 500 Mhz as we've been told, this means the ROM access time will have to be less than two nanoseconds, which is 25 times faster than the fastest PC SIMM – a trifle unlikely, wouldn't you agree?
A Well, this happens all the time. When a new system is still at the drawing board stage of development, zillions of vagaries fly around – that's just the nature of the industry. In this case, yes, 500 Mhz is a bit daft. The actual spec should be around 500 Mbytes/second.
Q Why are A/V leads so expensive? They go from £8-£15 but there's nothing to them.
A High consumer demand, as with many console-related bits and pieces, means that manufacturers can sell at seemingly inflated prices. Way of the world and all that.
Q A friend of mine said that if you were to use a BB cartridge as the key cartridge with an AR2 it permanently damages the RAM save option. Is this true? (Needless to say, I haven't dared try it in case he's right.)



A great little device. Treat it with care and it will be your friend.

A No, it isn't. Datel have assured me that if you use the Action Replay carts as instructed (ie you don't do things like plugging in or removing carts while power is running through the SNES, which happens a great deal, apparently) you won't have any problems at all. So use them responsibly and you'll be fine.
Q The Mega Drive is awful, no doubt about it. Yet millions of people bought one because the SNES didn't come along till later, even though it's far superior. Don't Nintendo realise that most people will buy the Saturn as soon as it arrives here, despite the fact that the U64 is going to be better and cheaper? (Unless they come clean and stick a CD drive on, and bunk the price.)
A Aren't you forgetting the PlayStation? Although I'm not as big a fan of Sony's machine as countless others, it's going to totally transform the traditional Sega vs Nintendo console wars. But even with Sony and Sega releasing new machines, I'm confident that Nintendo will pull some amazing software out of the bag to make their machine worth looking at – certainly, countless devoted Japanese Nintendo fans are holding fast for the Ultra 64. Ultimately, I still don't understand Nintendo's anti-CD policy, though, and it's in that respect that they will simply not be able to compete on the same terms as rival machines.

From Lee, Marlow:
Q When I use my Sony Trinitron with my SNES, using a US Scart lead, I get a good picture except that the image is slightly shifted to the left. This

gives me a black border down the right side of the screen and part of the left side is chopped. Can I solve this problem?
A It's very common, this, and as yet I've been unable to solve it. It's not impossible to correct, though, and I should have more info next month.
Q I bought a special lead for my monitor and adjusted the picture so that I could see all of the screen. But some of the colours come out wrong – the bright ones just become pure white. Is this because I'm using a UK monitor lead?
A If you're mixing US and UK standards with machine and lead then it's very likely.

From Martyn Crotes, Wycombe, Bucks:
Q *Toejam and Earl* on the Mega Drive must be one of the quirkiest and funniest games I've ever seen. Are there any plans to release it on the SNES?
A No. It's a Sega game. Like *Sonic*.
Q At the end of *DKC*, Cranky says that he could complete it in under an hour with one life. *Super Play* said, 'Guess what he does if you manage to pull it off…' YES??? AND??? Can we have some enlightenment please, or are you just toying with our sad, deranged lives?
A I haven't seen the Jevonster around these parts for a while, and he's the chap responsible. But I'll be sure to quiz him if I bump into him.

From Tony Mills, Newcastle-upon-Tyne:
Q Reading the letter from Mike Weston in issue 30 you mentioned that with a PAL booster it wasn't possible to connect the SNES to a hi-fi. Well, I own a PAL booster which has left and right outputs on it allowing easy connection.
A Thanks for letting me know – all PAL boosters I've seen don't feature this, hence my reply to Mike. Any chance of letting Mike know where to get hold of one via these pages?

Rhun Ensyniadou, Llandysul, Dyfed:
Q Which *Final Fantasy* games are on which systems? Are they like *Zelda* (strategy) or like *Secret Of Mana* (battle)?
A *FFI-III* appeared on the Famicom, *FFIV-VI* appeared on the Super Famicom. *FFI•II*, a compilation cart, appeared later on – to coincide with the Famicom's Japanese relaunch. In the States, *IV* and *VI* appeared as *II* and *III* on the SNES. The *FF* games are only superficially comparable to *Zelda* and *Mana*, as they include turn-based combat and tons of stats.
Q Why don't developers hire professional reviewers like you to produce better games?
A They couldn't afford me.
Q Why wasn't the Super Gameboy produced for the NES, it has the capabilities, doesn't it?
A As the Super Game Boy includes what is essentially the balls of a Game Boy, the NES could indeed handle it, although without stereo sound. The NES market just wasn't large enough to warrant it.

This is what the Super Game Boy can do, but it won't be available for the NES – ever. Sniff.

Peter Gilbert, Burton-on-Trent, Staffordshire:
Q Any news on a new Godzilla game – if so, a picture perhaps?
A Toho released a new Godzilla title in Japan back in December. No news yet on an English language translation, but here's a shot anyway. I'm too good to you guys…
Q Are *Cannon Fodder 2* and *Sensible World Of Soccer* ever coming out on the SNES, if so when?
A *SWOS* is indeed due to appear, although a release date has not been set.

***Sensible World of Soccer* – an imminent and long-awaited release.**

Your wish is our command. Feast your eyes on this! THE NEW GODZILLA GAME!!!!!!!!

Cannon Fodder 2 isn't set to head SNESward.
Q What do you reckon to *Donkey Kong Land* on the Super Game Boy?
A I reckon nobody at Nintendo has been generous enough to send me a copy for appraisal (hint).

ANY QUESTIONS?

No requests for game help and no anime questions, please. But send everything else to:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

DAYDREAMING

After last month's whopping crop of daydreams comes a smaller, more compact serving of your wants and wishes. Sean Barrow of Clwyd, North Wales is first:

"I would like to see a pocket directory of SNES games so that when buying games I wouldn't have to refer back to issues of *Super Play* or carry them around with me (as they get damaged). The only contents required would be a rating of each game and a quick description. I do hope that you can produce this as it would be of value to all your readers."

Flip me, a practical suggestion. Let me gain an audience with Colin The Publisher and see what he thinks… Gerry Spencer of Helston is next, with a distinctly un-game-related fantasy…

"I'd like to see an add-on for the SNES that turned it into a MIDI sequencer and drum machine. With eight sound channels, a pretty comprehensive drumtrack could be recreated. And there'd be no such nonsense as recreating the sample at different speeds to make different pitch tom-toms or anything like that: proper samples, and a few oddball processor-generated sounds, ie dogs, cats, gunshots, cowbells.

The cart could have a BB RAM card, like the BS-X, for keeping at least ten full length tracks. It'd be ideal for small budget bands. There could also be a separate five-pin DIN socket on the cart for MIDI out, allowing the SNES to sequence a more expensive drum synth without reprogramming. There could even be a buffered line input for sampling things like film SFX, farts, etc."

Sorry mate, lost me back at around the cowbell's mark, I'm afraid. I can relate to the likes of Andrew Crane (not *the* Andy Crane, we hope) of Southbourne, Bournemouth, though…

"On the Ultra 64 I would like to see a 3D version of the classic C64/Amiga game *Little Computer People*. The house, man, furniture and dog could be made out of shaded polygons, so you could zoom in or out of the house and take a closer look at everything (though I suppose they could do it just as easily albeit with inferior sprite scaling). To replace typing in commands you could use a cursor to click on the items in the house. So, for example, if you wanted to play a card game with the man you just point to his filing cabinet. Instead of pressing a key to deliver an item, there could be a menu of possible deliveries when the front door is pointed out. Trouble is, in the wrong hands the game could have its 8-bit cartoony weirdness replaced with FMV and speech, which would ruin it totally."

Like it, like it, like it. LCP was a typical example of refreshingly innovative C64 software and an update of it, along with titles like *Alter Ego*, would make most other stuff around at the moment look the tired tat it is. This would be a T-shirt winner were it not an idea based around an update – from now, prizes only to sparkling new ideas, not updates. And finally, as newsreaders are wont to saying before getting to the supposedly amusing bit, here's Steve Martin of West Norwood's effort…

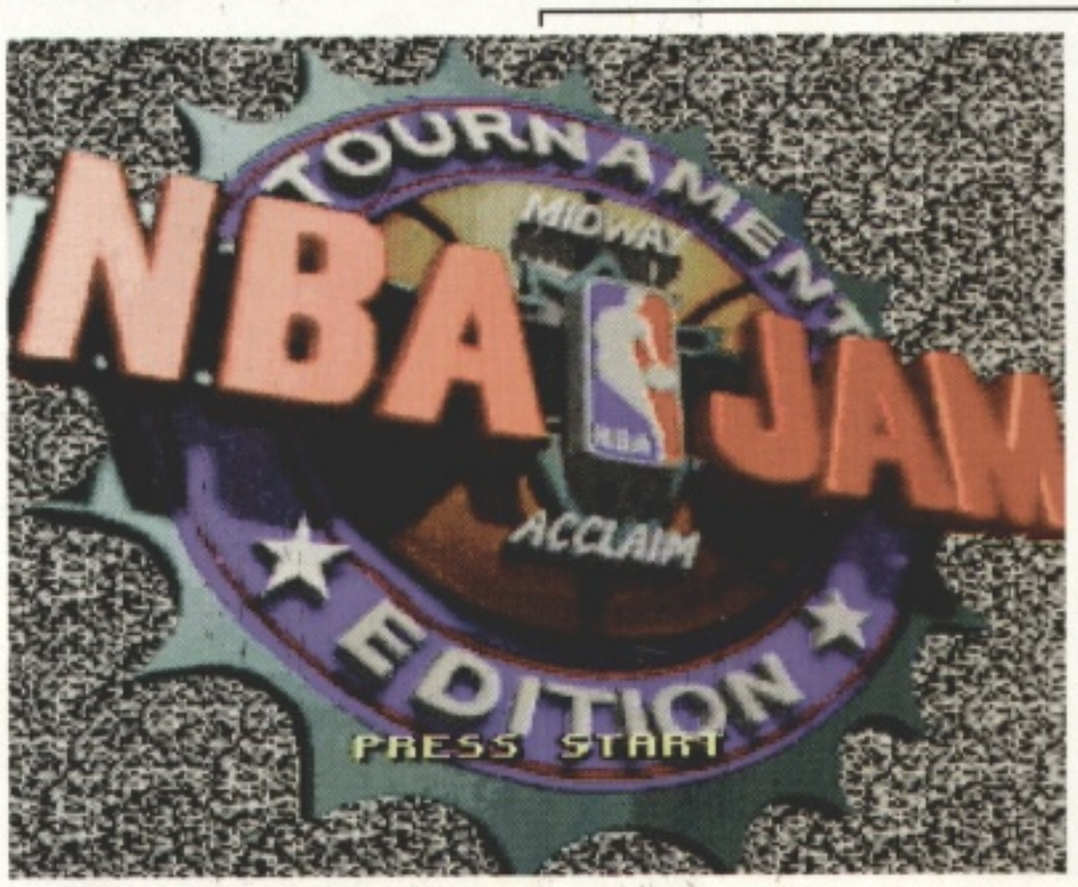
"I'd like to see a game with a fluffy anime pumpkin in it, that is in turn tied to a rather super and pre-rendered super tanuki fish invader. This wily team of intergalactic space pirates have to engage battle against the super Gourad-shaded, ray-traced spheres and the sacred secret cucumbers of de-flerb…"

You've been reading a few too many of Wil Overton's fictional anime vid covers. Try cutting down a bit.

MODE 7

By DANNY WALLACE

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!



Aah... the delights of an approaching summer. Babies and old people playing cricket in the park, shockingly pale middle-aged men buying popsicles and rolling their trousers up, all while the nation's gamesplaying youth prepare for a summery few months of... er... staying in their rooms playing video games.

And, to save you from getting plastered in all that nasty sunshine stuff (overrated, I reckon), you can relax in the knowledge that the curtains can stay fully drawn, the door always locked, because Mode 7 is here to help you remain firmly attached to your pad. Send your tips, cheats, hacks and olives to:

Danny, Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW, and prepare to wallow in the lightweight plastic happiness that a *Super Play* pen can bring any family...

NBA JAM TOURNAMENT EDITION

(Acclaim)
***SP30:* 90%**

Bloimey! Stone the bleedin' nuns! No sooner do I use my stupidly fast fingers and brain bits to think up a sentence like "What we really want is a load of *NBA Jam T.E.* secret characters and stuff" and think about sticking it in the Most Wanted Tips section, than a cow-full of tippy things arrive courtesy of Australia's Ryan Newton and another lad whose name Alison has eaten. If it's you, get in touch with me and tell me which biro colours you used to create your rather excellent work. And we'll kiss you.

HIDDEN CHARACTERS

Just carry out the following actions on the password/initial entry screen, and away you go.

Chow Chow
Choose A and press any button, choose M and press A and start, choose X and press Y and start.

Weasel
Choose R and press B and start, choose A and press A and start, choose Y and press any button.

Now you can be Weasel. And this screenshot is living proof.

Brutah
Choose X and press A and start, choose G and press B and start, choose N and press any button.

Kabuki
Choose D and press any button, choose A and press B and start, choose Z and press A and start.

Facime
Choose X and press B and start, choose Y and press B and start, choose Z and push A and start.

Air Dog
Choose A and press Y and start, choose I and press any button, choose B and press B and start.

Kid Silk
Choose K and press any button, choose S and press B and start, choose K and press Y and start.

Scooter Pie
Choose H and press A and start, choose T and press any button, choose P and press Y and start.

Scooter Pie. Huh-huh.

Moose Kat
Choose M and press B and start, choose P and press Y and start, choose F and press any start.

Moose Kat in action above. Below: another interesting options screen.

Moan
Choose J and press any button, choose A and press A and start, choose Y and press B and start.

If you're game, you can choose to play this geezer with the comedy moustache.

Kirby
Choose C and press B and start, choose K and press any button, choose the spaces and press Y and start.

The *real* Kirby would be even better.

Snake
Choose G and press A and start, choose O and press Y and start, choose F and press B and start.

"Don't mess with snake dude," as an American might say.

Adrock
Choose A and press any button, choose D and press Y and start, choose R and press B and start.

Ye-es. You can actually play as the Beastie Boys. This here's Adrock and he's got to be one of the coolest players around.

Falcus
Choose J and press A and start, choose F and press any button, choose the space and press Y and start.

Muskett
Choose M and press B and start, choose C and press B and start, choose M and press Y and start.

Hill
Choose N and press A and start, choose D and press B and start, choose H and press A and start.

Turnell
Choose M and press A and start, choose Y and press A and start, choose R and press Y and start.

Divita
Choose S and press A and start, choose A and press Y and start, choose X and press any button.

Kiptak
Choose S and press any button, choose W and press any button, choose G and press A and start.

Goskie
Choose T and press B and start, choose W and press any button, choose G and press A and start.

GAME GENIE CODES

SORRY, MUM!
An extremely serious and angry woman with a sensible name has written a very firm, neatly written letter to tell us off, because one of our Action Replay codes didn't work. Sorry, missus. But, seeing as it's *Donkey Kong Country* we're talking about, and that a little bit of a mistake was made, here are some brand spanking new Game Genie codes which we guarantee will work. Mrs Jane Pearson, you are fierce but true.

1CBC1-4A9C + CB35-427B	Infinite lives
DB68-C33D	Start with 9 lives
F466-CECD	Start with rhino
C2C9-339B + C2C3-43BC	5 lives maximum

Carlton
Choose Y and press Y and start, choose M and press Y and start, choose C and press B and start.

Bird
Choose B and press A and start, choose R and press J and start, choose D and press A and start.

Blaze
Choose B and press Y and start, choose X and press any button, choose Z and press Y and start.

Benny
Choose B and press Y and start, choose B and press any button, choose Y and press Y and start.

MCA
Choose M and press B and start, choose C and press B and start, choose A and press any button.

Hugo
Choose H and press any button, choose G and press Y and start, choose O and press A and start.

Crunch
Choose C and press A and start, choose R and press B and start, choose N and press any button.

Gorilla
Choose G and press any button, choose O and press B and start, choose C and press B and start.

Bill Clinton
Choose C and press A and start, choose I and press any button, choose C and press B and start.

Bill Clinton. He might be a bit old for a basketball player, but never mind, eh?

Hilary Clinton
Choose H and press any button, choose C and press B and start, choose the space and press any button.

Prince Charles
Choose R and press B and start, choose O and press A and start, choose Y and press any button.

Big-eared slam-dunkin' Charlie boy himself.

Heavy D
Choose H and press A and start, choose V and press any button, choose Y and press B and start.

Jazzy Jeff
Choose J and press Y and start, choose A and A and start, choose Z and press A and start.

Thomas
Choose S and press B and start, choose O and press any button, choose X and press A and start.

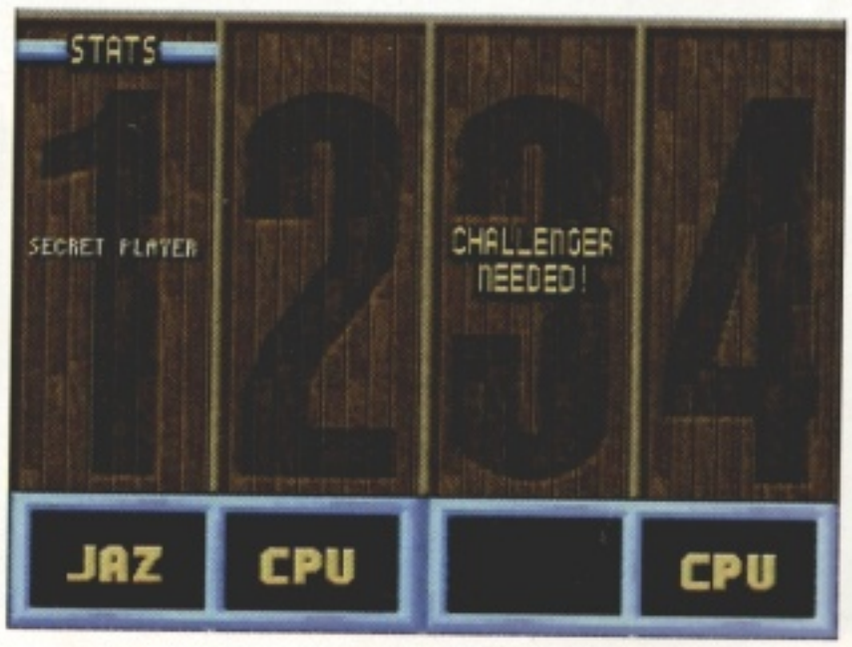
Cunningham
Choose P and press any button, choose h and press A and start, choose I and press Y and start.

Mike D
Choose M and press Y and start, choose K and press any button, choose D and press Y and start.

PHEW... EVEN MORE CODE STUFF

All following codes must be entered at the 'Tonight's Match Up' screen. You can enter as many codes as you want, so long as you're quick.

Shot percentage display: up, up, down, down, B
Quick hands: left, left, left, left, A, right
Max Power: right, right, left, right, B, B, right
Powerup GT: right, up, down, right, down, up
Powerup fire: down, right, right, B, A, left
Powerup off: A, B, up, A, B, up, and then down
Speed up: up, up, up, up, left, left, left, left, B, A
Slippy court: A, A, A, A, A, right, right, right, right, right
Powerup 3pts: up, down, left, right, left, down, up
Powerup dunks: left, right, A, B, B, A (Waterloo)
Powerup push: down, right, A, B, A, right, down
Push 1 opponent and both fall: up, up, up, up, left, left, left, left, A, B
Push 1 opponent and only team-mate falls: up, up, up, up, left, left, left, left, A, B
Teleport pass: up, right, right, left, A, down, left, left, right, B
High shots: up, down, up, down, right, up, A, A, A, A, down



This is the most attractive, wood effect options screen where you enter all these magical codes. So take your pick from royalty, American presidents or rappers.

FRONT MISSION

(Square of Japan)
***SP31:* 88%**

- **Hidden status windows**
- **Play as Chong**

Square's tremendous wargame is still occupying far too many late nights here in the *Super Play* offices, so it's perhaps not surprising that we came across this particular cheat.

Enter the Status Window option and hold down L, R and DOWN on the D-pad. Keeping them held, you can use START to cycle through all the character portraits in the game – from minor gladiators such as Jorg to major figures such as Mr Sakata.

The next bit will test your fingers. Find a character whose portrait you like, as you're going to replace Roid's picture with it. Keeping L, R and DOWN held, press X and Y together and hold them and then press B to exit the Status Window. If you now check on the Set Up menu, you'll see a new pilot leading your team.

We're positive that more cheats exist, as we've seen evidence of new weapons and suits.

At the very least, an AR code ought to uncover some of those powerful weapons that only enemy USN forces seem to possess.

You can browse through portraits of all the characters at your leisure. Er, dig that bandana, man.

If your fingers are dexterous enough, have a go at the cheat to play as Chong. It's tricky, but worth it.

WING COMMANDER SECRET MISSIONS

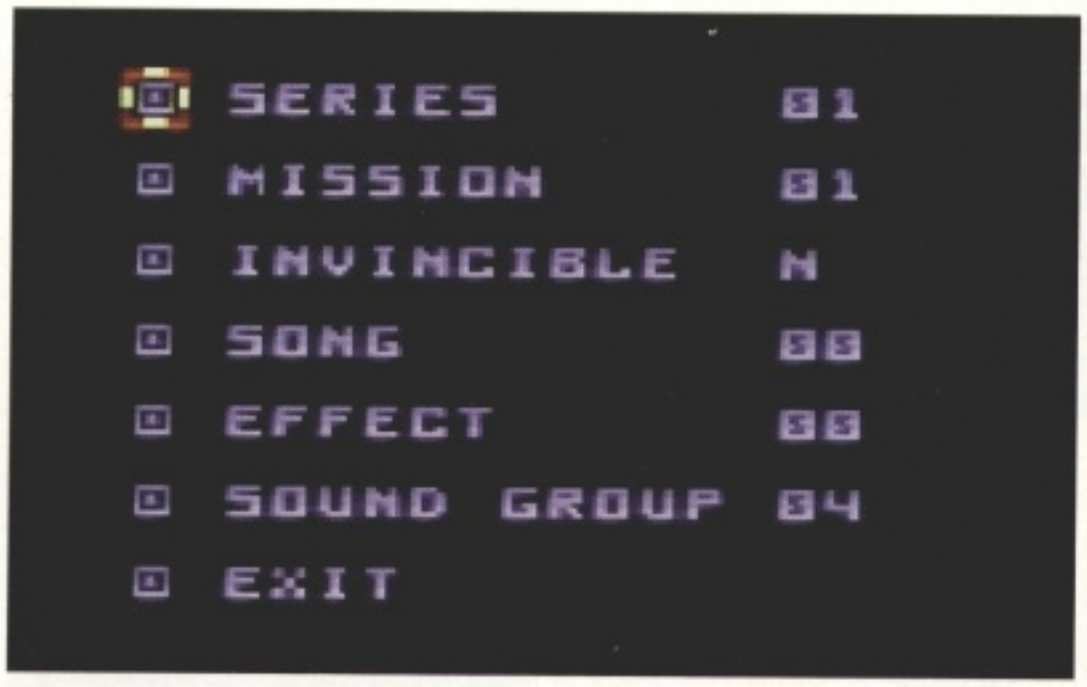
(Mindscape) *SP13:* 64%

- **Debug screen**

Apart from exceptionally neat handwriting and a lovely fountain pen, top reader Jamie Talbot has discovered one of them debug things. Just go to the title screen, press L, R, Start and Select simultaneously on controller 2, and you're away. But Jamie Talbot isn't just handy with a SNES, he's also a great carer, and he warns you – his gameplaying colleagues – not to be overhasty when it comes to fiddling with the screen. Do not, for example, choose Level 7 to play on, because you'll die. Maybe for real.

Get the debug screen.

Get a bit more fun out of *Wing Commander* with this cheat.



PITFALL

(Activision) *SP27:* 79%

- **Go directly to Loltun Secret Vault**
- **Go directly to Atari A2600 game**

Those well-dressed and nice-smelling people at Activision are pretty liberal with their tips. Give 'em a wink and half a pound of chutney and they'll tell you everything. Like how to go directly to that sort of Simon Says bit of the game. "Just use control pad 1..." they'll say "...and do the following: B, A, Down, C, Right, A, B". Aha. the old BADCRAB cheat, eh? Well, the next one is even easier. To go directly to the Atari A2600 game, use control pad 1, press select, A (6 times), select again, then start. And, hurrah and huzzah, you're back in the golden days of old.

This game is stealing the show at arcades at the moment...

...Which is why we've decided to include a tip for an arcade game, just this once!

KILLER INSTINCT

(Arcade)

SP31

● **Play as Eyedol**

We don't normally do arcade cheats, but the dodgy "Mr J.M.Y." from London (MI5, we suspect), is one of the rare breed of aspiring """gamefreaks""" who really has earned his fantastic *Super Play* pen. Oh yes.

Anyway, to play as Eyedol on the top arcade game *Killer Instinct*, highlight Riptor, then press light punch, medium punch, light kick and then push to the left.

Hold this motion. When the moving pictures start to appear before the round starts, let go, then press and hold medium punch, heavy punch, heavy kick, and push to the right. If the cheat has worked, you should hear "Eyedol" being said in the style of Bob Holness.

Cheers, thingy.

SUPER BOMBERMAN 2

(Virgin/Hudsonsoft)

SP21: 91%

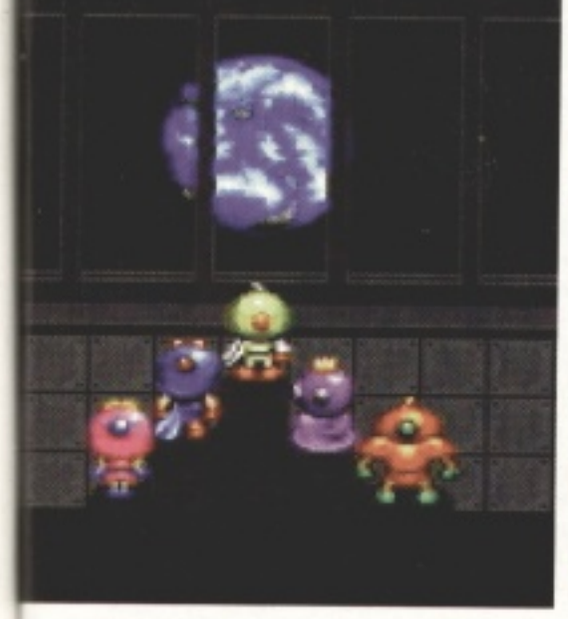
● **Jump on all stages**

If you've got a multi-tap – which , let's face it, is the only way *Super Bomberman* should ever be played – then here's a little cheat you can access. Plug a SNES joypad into the multi-tap's port number 5 and, whilst keeping the R button held down, start a battle game. You'll now have the ability to jump on any of the stages, not just stage 10.

Jumping is one of the best things about *Bomberman 2*, and with this cheat you can do it on every stage.

These cute little robots are programmed to DESTROY!!!!

In the words of that really bad film, "White men can't jump." Well, neither could Bombermen until this cheat.



THE FINAL CURTAIN

Do you have a tip so hot that just writing it down burns holes in the paper? Then send it to me at the address below. But don't try to phone it in – the *Super Play* staff are vile tricksters, and will expensively redirect your call to Tel Aviv Air Traffic Control.

DANNY, MODE 7, *SUPER PLAY*, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

ACTION REPLAY CODES

If you've got an Action Replay cartridge which you attach to your SNES every so often, why not bung in a few of these codes. If you find any more, let us know...

Sparkster
7E06A8EA = Infinite jet power
7E00910F = Maximum energy
7E448A0X = Enter X as no. of lives

BOB
7E023B63 = Infinite Super Lasers
7E022B30 = Indestructability

BATMAN RETURNS
7E00 8C05 = Infinite Lives
7E00 8A50 = Infinite Energy
7E00 9001 = Infinite Test Tubes

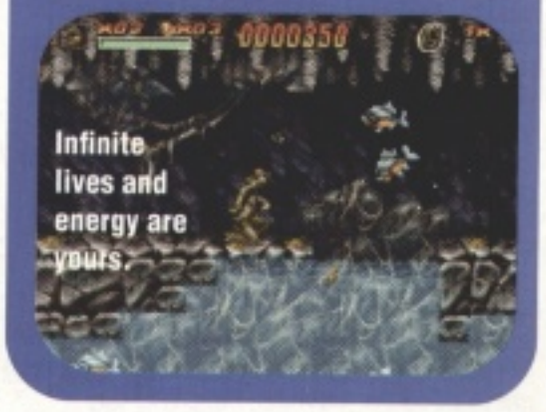
SUPER BATTLETANK
7E00 6700 = Indestructability
7E05 C4FF = Infinite fuel
7E04 9E32 = Infinite 120mm shells
7E04 A010 = Infinite Laser guided shells
7E04 A296 = Infinite 7.62mm shells
7E04 A101 = Infinite smoke screens

A big explosion.

STREET RACER
7E16 F1XX = Replace X with no. of nitros
7E16 F1FF = Infinite Nitros
7E0C 330X = Replace X with whoever's special moves you want...
0 = HODJA 2 = SUZULU 4 = RAPHAEL 6 = HELMUT
1= FRANK 3 = BIFF 5 = SURF 7 = SUMO SAN

INDIANA JONES
7E01 A303 = Infinite lives
7E01 2006 = Infinite energy

Huge pear-shaped balls of thanks should be fired into the jaws of Marek Niedzwiecki (from Oakham), Andy Ward (Kent boy) and Richard Brown (from Tamworth) for their cart-cracking abilities. But, because I'm sick of typing the word "Infinite" over and over and over again, the globules should remain largely unswallowed.



Infinite lives and energy are yours.

FREE ADS

It's free and it's easy. Sounds like the lyrics to a cheesy 60s hippy hit, but really it's an apt way to describe placing an ad in *Super Play*'s Supermarket.

SUPER MARKET

GAMES FOR SALE

- Games for sale/swap, Barkley Shut Up and Jam £30 (UK), Kevin Keegan's Football £15 (UK), Mario Kart £30 (US). Tel: Gary 01392-435367.
- I'll swap my Donkey Kong Country for MKII or my Starwing for any other good game. Tel: Nathan 0181-960 8114.
- For sale: Zelda 3, Secret of Mana, Turtles Tournament, Super SF2, Rock + Roll Racing, Cybernator, all US. £30 ono. Also Jap Mario Allstars and Superboy £30. Tel: Keith 01495-270697.
- SNES games for sale: Uniracers (US) £27, World Cup Striker (UK) £18, Stunt Race FX (Jap) £15, (all games boxed with manual in mint condition). Tel: Ahmad 0753-892515.
- Super Street Fighter II for sale £30-£40. Comes with programmable universal adaptor and Super R-Type (all the games are Jap). Tel: 0494-448904.
- SNES games, many titles, too many to list. Real bargains from £15 each. Also games wanted for cash. Tel: 01622-746266.
- SNES games for sale: Super Mario Kart, Bob, Desert Fighter and Populous II – £15 each. Also Pro Action Replay £15, and Super Play issues 1, 5, 6, 9, 10, 11 – all for £15. All games boxed with instructions. Tel: 0344-24516.
- SNES games for sale: Alien 3 (UK), Super Soccer (UK), Starwing (UK). All 3 for £30 or sold separately. I have loads and loads of other excellent games. Tel: Ahmad 0753-892515.
- SNES games for sale. Turtles Tournament Fighters (US) £20, Tiny Toons (UK) £14, NBA Jam (UK) £16. All games boxed with manuals in mint condition. Please call Ahmad: 0753-892515.
- Mortal Kombat II (US + adaptor) £35. Tel: 0639-891067.
- UK SNES for sale, 18 games inc Stunt Race FX, Syndicate, Super Metroid (all UK) 2 pads + all leads. Boxed as new £425 ono. Tel: Craig (after 6pm) 01387-770578.
- Super Play magazines, issues 1-30. All in good condition £25. Tel: 01524-414456.
- Games for SNES UK. Donkey Kong Country – unwanted gift £42. Adams Family 2 £25. Both boxed. Tel: 0181-573 4785.
- UK SNES games for sale: Cybernator £20, Total Carnage £15, Super Star Wars £25, Another World £15, SNES Scope £20, Chaos Engine £30. Tel: 0245-493228.
- I have 11 mags. I'll sell the lot for £31. Super Play, Games Master, Nintendo System. Can't sell separately. Tel: 0793-488392.
- UK SNES, 2 pads + 1 joystick and multi-tap, inc 8 games: Donkey Kong Country, MKII, Street Racer, Stunt Race FX, Super Probotector, Axelay, Starfox and Wolfenstein. Worth over £500. Sell for £300 ono. Tel: 01782-616867.
- SNES for sale. 3 controllers, 1 carry case, 8 games inc Mana, Metroid, SF2 Turbo, Mario Kart. Mags as well. Worth £500+. Sell for £380. Tel: 0666-823712.
- US SNES plus 22 top carts inc DKC, SSF2, MK2, plus SP issues 1-30, and many extras. All for £200, Buyer collects. Tel: 0793-888616.
- Final Fantasy 3 US version for sale £45. Will not work on Pal machine. Ring Tuesday evening only 0363-773023.
- Super Street Fighter II, Mortal Kombat II, Stunt Race FX (£30), Street Fighter II Turbo (Ltd Edition), Mario All Stars, Super Bomberman (£25), Super Tennis, Pilotwings, Lemmings (£20), Top Gear, Mario World, Smash TV (£15). Action Replay II (£30). All boxed with instructions. Tel: 01208-78296.
- Fatal Fury 2 £30 (new/Jap) SF2 Turbo £20 (new/Jap) SF2 £5 (UK) Mario All Stars £15 (UK) Universal AD £8. Multitap £15. (GB:MK2 £15, Zelda £15 Metroid 2 £10, GB Radio £6). Tel: 01446-781688.
- Mega Drive games: Landstalker £25, Terminator £10, T2 £12, Bart vs Space Mutants £8, LHX Chopper £15, Krustys £10, or £70 for the lot. Tel: Ellsy on 01223-355068.
- Cheap games: SFII Turbo £15, Super Mario All Stars £20, NBA Jam £12, or all for £40. Tel: Peter 0491-578867.
- UK Mystical Ninja £20, UK NBA Jam £25, UK Castle Vania 4 £15, UK All Stars £15, US Rock + Roll Racing £20, Action Replay 2 £25. Tel: Asif 0181-672 7025.
- For sale: Populous (US) £20 or swap for Mortal Kombat 2, Stunt Race FX, or Castle Vania 4. Tel: 0984-624 342.
- UK SNES games for sale: Super Bomberman £18, SFII £15, Sensible Soccer £18, Striker £18. All in perfect condition. Tel: Lee 0689-874241.
- Cheap SNES games: DKC, SSF2 Jap, Street Racer, Super Metroid, Desert Fighter, Stunt Racer FX, FIFA Soccer, (Total Carnage, Pilotwings, Super Swiv, Magical Quest, Bubsy, Cybernator, Desert Strike, Prince of Persia, all under £14) Tel: after 4pm 0171-377 9882.
- UK SNES games for sale: Mortal Kombat 2 £45 ono, Stunt Race FX £40. Both boxed with instructions, and in good condition. Tel: 01484-843812.
- I've got these English SNES games for sale at £26 each. Mario All Stars, World Cup, Striker, Mario Kart, Mario Paint, Zombies Clay Fighter, and also DKC & MK2 for £35 each. If you want any ring Sean (after 4.30pm) on 01733-344237.
- Final Fantasy 3 £35, Madden 94 £17. Tel: Pete 01895-632413.
- Jap games for sale: Final Fantasy 6 (£30), Starfox, Dragon Ball 2 + 3, and 3 other games all boxed £20 ono each. Tel: 0181-947 8947.
- SNES games: Contra III (US) missing manual £20, UK games Super Mario World-unboxed, Street Fighter II £15 each, Starwing £20, Mario All Stars, Super Bomberman, Buster Busts Loose, Pop'n Twinbee, Super Mario Kart, Super Tennis, Zelda III £25 each, Super Metroid, Stunt Race FX £30 each. All in mint condition. Buyer to collect (can't be too careful). Based in Durham area. Tel: 0191-386 4565.
- I would like to sell my game called 'Dragon' for £40 or swap for Lethal Enforcer with guns. Tel: 021-427 4412.
- Fatal Fury Special (Jap) and Wildtrax (Jap) both for sale at £25 each. Excellent condition. Contact Marius on 01892-540322.
- SNES games – SFII, Tecmo NBA Basketball, Madden 94, Alien 3, Cool Spot, £10 each, F-Zero, Super Mario World £5 each or the whole lot for £40. All games boxed with instructions. Good condition. Tel: 0744-25561.
- 9 SNES games for sale £130: MK, World Cup USA, WWF, Populous, Addams Family 2, Castle Vania 4, Smash TV, Actraiser and Skulljagger and a convertor. Ring Dave 0892-783182.
- For sale: Shadowrun (US) £25, Games Master adaptor £5, (but only if you buy Shadowrun) Amstrad GX4000 console + 4 games £15. Buyer collects. Tel: 01204-695770.
- Earthworm Jim £32, Stunt Race FX £32, Super Metroid £27, SF2 Turbo £25, World Cup USA £22, NHL 94 £22. Tel: 0151-790522.
- 28 SNES games for sale. Mostly new, such as Donkey Kong, Metroid, Stunt Race, Street Racer. Cost new nearly £1200. Sell the lot for £400 ono. Tel: 01234-364987.
- UK games for sale: Donkey Kong Country £35, Mortal Kombat 2 £30, FIFA International Soccer and Multitap £40, all as new. Tel: Andrew 01226-724615.
- For sale Shadowrun £20, Soul Blazer (US) £20, Brain Lord (US) £20, Skull Jagger (US) £9, Dragon's Lair £11, Equinox £11. All prices inc P+P. Tel: evenings 01245-472572.
- Ghouls 'n' Ghosts, Castlevania and Dragon's Lair on Super Nintendo. Fully boxed + instructions. All for £45. Tel: Canterbury 831994.
- SNES games for sale: Mortal Kombat 1 (pal) £20, Mortal Kombat 2 (pal) £25, Starwing (pal) £12, Star Wars (pal) £15, Tiny Toons (pal) £15. Tel: 01239-811613.
- Street Racer £25, Mystical Ninja (US) £15, Brandish (US) £25, 7th Saga £10, Demon's Crest (US) £30, Spike McFang (US) £25, Mega Drive game – Story of Thor £30 (P+P inc). Tel: (after 6pm) 01379-740367.
- SNES games: Illusion of Gaia, FFIII, Breath of Fire, Secret of Mana £25-£40 each. Mega Drive games: Shining Force II, Lunar (US, CD) £25 each will swap. Tel: 0121-604 7524.
- UK SNES, 2 controllers, 2 convertors, 11 top games inc Mana, Mega Man X, Zelda (US), Starfox (US) – Worth £600 sell for £400. Tel: after 5pm 0161-4566733.
- Street Racer £26, Sim City £19, Ghouls & Ghosts £19. Tel: Fraser 01224-583186.
- Rushing Beat (Jap) £10 and Final Fight (Jap, no box or manual) £10. Both for £15. Tel: (after 5pm) 01986-873456.
- SNES games: Zelda (UK) £20, MKII (UK) £30, Bomberman (US) £20, Bubsy (US) £20, Ranma 1/2 (Jap) £20, World Cup Striker (UK) £20, Street Racer (UK) £25. All good condition. Tel: 01495-762827

SWAP

- I'll swap my Street Fighter II Turbo for your Bomber Man II or Cannon Fodder. Any decent game considered. Tel: 0181-689 1252.
- Swap any 3 of my games plus £10 for one of yours. You must have Secret of Mana or FF3 or DKC or SS2 or MK2. You must deliver. Contact Ricky on 0181-3687486.
- Swap SNES with 12 games including Secret of Mana, Syndicate and Zelda for Amiga CD-32 or Amiga 1200. Tel: Paignton, Devon 526255.
- Will swap my Super Star Wars, Empire Strikes Back, Tiny Toons or SFII for Aladdin, Earthworm Jim or Zombies. Tel: 010 353 21-883948.
- I have DK Country, Kevin Keegans, WWF 1, Dragon's Lair, Mario World, Super Tennis, Amazing Tennis and Mario Kart. Swap for: SSF2, MK2, Zelda 3 or Beavis & Butthead (swap any 2 for SSF2). Tel: 01455-274438.
- I will swap 9 Game Boy games (inc. Tiny Toons, Spiderman 2, Dyna Blaster, Alfred Chicken) and Game Boy for Super Street Fighter II SNES UK. Tel: Bedlington 530560.
- Swap/sale Sensible Soccer (UK) for Zombies or Kevin Keegans for Sim City. Call Gary on 01392-435367. You must collect – I'm in the Exeter area.
- Swap my Super Ghouls 'n' Ghosts or Street Fighter 2 for your Sim City (UK). Tel: 0181-531 1184 (4pm to 5pm only).
- UK Pilotwings swap for US/Jap Pilotwings, or sell for £22 including insured postage. Tel: 0935-25974.
- Straight swap my US SNES for your Jap SNES, no games power supply 21 pin scart lead and 2 joy pads. Tel: Keith 01495-270697.
- Swap my Striker (UK), Plok (US), Madden 93 (UK), for Puyo Puyo, Jap RPGs etc. Maybe 2 or 3 for 1. Also: Yu Yu Hakusha 1 (Jap) £30 + Yu Yu Hakusha 2 (Jap) £30. Tel: 0702-344422.
- To swap: Bob, James Bond Jr, Zool, Super Mario World, for Earthworm Jim and Street Racer. Tel: 01582-585201.
- Swap Bubsy (US), Batman Returns (US), Tecmo NBA, Jurassic Park, or MKI, for Sensi, Street Racer or any other good games, esp. sport. Or 1 for 5 good Game Boy games. Tel: Simon 01322-667622.
- Swap my mint SFII Turbo (UK), Mortal Kombat II (UK), Aladdin (UK), Mario Kart (US), or Pug's Sc. Hunt (UK), for Fatal Fury II, Ninja Warriors or Boxing Legends (US if possible, Cheers). Tel: Cameron 0395-578087.
- I'll swap my Super Mario World (boxed and instructions) for any other game with box and instructions. Call now 0203-302043.
- Contacts for SNES owner. Send list to: Malcolm Williams, Seafield of Raigmore, Inverness, Scotland, IV2 2PA or tel: 01463-711205.
- Looking for Manga, I'll swap for Oriental Films. Also want SNES contacts. Tel: Raj 0121-7733102.
- Swap my MKII, SFII Turbo, Castlevania (Jap), Final Fight, UN Squadron, for any decent games. All games are US apart from Castlevania. Tel: 0171-2622199.
- Super Play issues 1-30 + SP Gold for sale £60 (issues 1-3 valued at £20 each) or will swap. Tel: Seth 0286-871515.
- Mega swap: I will swap my FIFA International Soccer for Decap Attack. This is on the Mega Drive. Please could you call after 7.30pm on 021-602 8279.
- I want to swap any of my UK SNES games (FIFA Soccer, Zelda or Vortex) for your Secret of Mana (UK) or sell for £20 each. Physical delivery preferred – London area. Please call evenings and weekends 0171-266 1190.
- I will swap either SFII Turbo or Donkey Kong Country for MKII or Super Mario Kart. Tel: 01492-546731.
- I will swap Kevin Keegan's Football for Action Replay, or Troddlers for Mickey Mania. Tel: Gary 01392-435367.
- I'll swap my UK SFII Turbo for your Street Racer or Super Mario Kart. Tel: 0273-842363.
- Will swap SNES 14 games, Street Fighter II Turbo, Zelda, Final Fight, Starfox. Convertor. Most games boxed with instructions. 3 joypads, SFII style joystick, Super Advantage joystick. For a Mega Drive and Mega CD with some games. Or sell for £360. Tel: David 0268-288315.
- Will swap my Mario Kart for your Super Bomberman or Rock 'n' Roll Racing or my F-Zero for your SM World. Tel: 01206-573511.
- Will swap my Striker or Plok! for your Bomberman 1/2, Rock 'n' Roll Racing or Lethal Enforcers with gun. Tel: 01206-571759.
- For swaps just phone: 01341-281160. Games include: Stunt Race, Mortal Kombat 1+2, Star Wars, Striker, Starwing, plus loads more. Phone Chris now.
- 3DO Pal. Will swap for Scart 3DO. Must be excellent condition. Tel: Chris (after 8pm) 0151-747 6398.
- Game Boy games: Ninja Boy, Battle Unit Zeoth, Cosmotank, Double Dragon. Swap for any other games. For more info phone: 01323-644583.
- I will swap my SFII Turbo for Championship

Pool (UK) or any NHLPA game. Tel: 01242-676854.

● Would you like 100 magazines? Well now you can have them, swap for a computer or games. Phone: 01643-706682.

● Fifa, Vortex (UK) for Donkey Kong, Chaos Engine, Micro Machines, Heberekes Popoon, or sell for £25 (all UK only). Tel: 01592-742987.

● Street Fighter II Turbo will swap for Street Racer or Super Mario All Stars, must have box + instructions, mine have. Tel: 01843-851695

MESSAGES AND EVENTS

● Anime videos for swap. I have around 150 titles. I am also interested in buying Super Tetris (Jap) £20 paid. Tel: 01942-515598.

● Issues 1, 2, 3 of Super Play, £8 each or £20 for the lot. Tel: Ellsy 01223-355068.

● Are there any Manga fans out there? I've got loads of Manga videos to sell, all from £5-£7 each! Start phoning. Sammi 0181-556 7498.

● Help! Wanted: copy of manual for Star Trek, the Next Generation on Game Boy. Thanx Jason (w/days) 0181-899 3068.

● Play Station + Ridge Racer £499, Saturn + Virtua Fighter £499, other games available for both systems. Tel: (4-10pm only) 0370-277775.

● Are you stuck on Monkey Island? If so, then call Phill for information on a definitive solution. Tel: 0624-878380.

● Super Play mags 1-6, 8-15, 18, 20-26. £35. Buyer pays postage. Tel: Phil 01382-223846.

● 28 Manga videos for sale £5 each. Will sell all for £120 ono. Also loads of Anime Comics, Ranma, Appleseed, Caravan Kid, etc. Tel: 0171-7226676.

● Calling all budding young artists who have the spare time to draw fan art, to send them to "NGOC" who is interested in collecting fan art and Anime pictures. Thanks. Might be able to send gift in return! To: Mai Ngoc Trang, 1 Tantallon Place, Edinburgh, EH9 1NY.

● Super Play issues 1-25 for sale. All VGC. £40 the lot inc P+P. Tel: (after 5.30pm) 01928-701843.

● Fanzine stuff wanted. Fanzine published every 2 months. No name yet, comp for one. Need pictures (returned) video + game reviews needed. For more info tel: Jamie 01968-678779 (after 4pm).

● Magazines for sale: NMS issues 1-30, £25. Contact Marcus on 01892-540322.

● Super Play issues 6-29 + SP Gold £30. Will not separate, but will pay P+P. Tel: 0151-523 7356.

● Hi! I'm Chris, 14, looking for a pen-friend (of similar age) from anywhere around the world. Please write to: 87 Prospect Crescent, Whitton, Middlesex, England TW2 7OZ.

● Is there anyone who knows how to put a 50/60hz switch on a SNES. If so Tel: James 01443-404054

WANTED

● Has anybody got Secret of Mana for sale? I will pay a good price. Must be in local area of Derry. Phone Joseph: Derry, N. Ireland 353282.

● Wanted Super Soccer Champ for SNES. Will pay £15 ono (UK, Jap, or US). If you live far away, please mail game. 2nd hand. Tel: 01462-433843.

● Wanted: Super NES games, and Monster Max and Motocross Maniacs for Game Boy. Also any other good games. Phone Charles on 0935-822620.

● Alright? I'm Andrew, I'm 16 years old, and I'm looking for female penpals aged 16-18, no matter what interests you, get writing: Andrew Taylor, 5 Crane Close, Bishopton, Stratford-on-Avon, Warwickshire CU37 9EE.

● Wanted: Mystical Ninja (UK/US), any Ranma 1/2 game (UK/Jap), Fatal Fury 1 or 2 (Jap), Chaos Engine (UK), Shadowrun (UK), Zombies (US/UK), Utopia (UK), Wolfenstein (UK). Also Super Play 22. Tel: Andrew 01727-873949.

● Hong Kong movies wanted for swaps. J. Lee, J. Chan, etc. Tel: (4pm-6pm) 0181-5092773.

● UK SNES games: MKII, Donkey Kong, Bomberman (1 or 2), Stunt Race FX – other top titles considered. £13 paid to include box + instructions. Tel: 01323-644583.

● Wanted UK Super Star Wars, Mega Man X. Good prices paid. Also Actraiser box/instructions, UK only. Tel: 01702-337111.

● Tristar or Hornby NES to SNES convertor – will pay up to £15 or possibly swap for Cool Spot (SNES). If you pay postage. Tel: 0254-387569.

● Wanted desperately: Flying Jacket with Manga logo on back from HMV promotion. Good price paid for good condition. Large size only. Tel: Rhod 0784-437258.

● Wanted: Ninja Warriors, Fatal Fury II or Special, Boxing Legends, Soccer Shootout, or Madden '94, US if possible. Will swap for Mortal Kombat II (UK), Mario Kart (US), SF II Turbo (US), Aladdin (UK) or Puggsey's (UK). All mint condition. Phone Cam: 01395-578087.

● Has anyone got Super Play Gold for sale. I will pay reasonable price if in good condition. Tel: Chris 01530-838235.

● Wanted: issue 26 of Super Play, will pay £4. Also wanted: the final issue of Your Sinclair, will pay £5. Tel: Nathan 0181-3463629.

● Wanted Final Fantasy 3, Palladin's Quest, will pay reasonable price or exchange for other RPGs. Tel: evenings 01245-472572.

HARDWARE FOR SALE

● UK SNES, 2 controllers, FIFA Soccer, Donkey Kong Country, MKII, Super Mario Kart, Universal adaptor, and Super Street Fighter II. Everything £120 ono. Tel: 0171-722 6676.

● UK SNES + convertor, 2 joypads, joystick + 9 games inc: SSFII, Stunt Race FX + Secret of Mana £150. Tel: 01767-691079.

● UK SNES, 2 pads, 3 games: Uniracers (US), International Sensible Soccer (UK), Converter £120. Will separate. Tel: 01273-453364.

● Nintendo Score Master Arcade Joystick (£20). Fire Converter for all NTSC games (£7). Adaptor (£5). Hard Carry case for SNES, games + accessories (£7). Tel: 01208-78296.

● UK SNES with 12 top titles inc SSFFII, SFII Turbo, MKII, Stunt Race FX, Mario All Stars, Bomberman. Plus Action Replay MK2, 3 pads, Multitap, Arcade joystick, 2 converters, AV cable, carry case – everything boxed and in mint condition. Worth over £700 sell for £400. Tel: 01208-78296.

● SNES for sale with 7 games 90%+, 2 controllers, multitap, adaptor. Sell for £225 ono. Tel: 01202-478971.

● SNES (UK), Multitap, Fatal Fury Special, SF2 Turbo, SF2, Mario All Stars, 3 adaptors, joypad. (Also Game Boy, MK2, Zelda, Metroid 2 £70). SNES – £160 ono (may split). Call Chris 01446-781688.

● Scart Neo-Geo console. The pinnacle of modern gaming, two arcade sticks, memory card and seven supreme arcade classics. £500. Tel: 01642-780527.

● Jap Super Famicom, 2 controllers, 3 games: Tiny Toons (US) SFII (Jap) Starfox (US); 2 converters, DSV. All boxed as new, a bargain at £150.Tel: 01225-874009.

● Super Nintendo with 2 pads, converter and 7 games inc Mortal II, SFII Turbo, NBA Live 95, Aladdin etc. Everything in tip top condition and boxed. Worth over £350. Will accept £140. Might deliver. Call Cam on 01395-578087.

● SNES for sale, 2 controllers, 6 games, fully boxed, unwanted gift £130. Tel: 0708-449672.

● Amiga 1200 for sale 85mh hard drive, second disk drive, 2 joy sticks, mouse and original disks. Lots of games + programs. £400 ono. Tel: Keith 01495-270697.

● UK SNES plays full screen. 3 pads, 2 adaptors, 6 games: SF2, SSF2, NHL 94, DK Country, Bart's Nightmare, WC Striker, £300. Plus mags. Buyer collects. Tel: 0181-567 8041.

● Sex, not quite, but, SNES + 1 pad + 1 game £55, or 2 games £67. Worth £100+. Might consider Manga as part payment. Also Secret of Mana only £30!!! Rated 94%. Tel: 0181-462 6838.

● UK SNES + 2 control pads, Universal adaptor, 7 games inc SFII Turbo, Sensi Soccer, Mario Kart, Mario World etc. £120. Tel: Mark 0606-835355.

● Amiga hand-held scanner, top of the range, fully boxed as new, worth £149.99 will sell for £110 ono. Unwanted Birthday present. Need money. Tel: 05047-62901.

● Mega Drive + Mega CD, 2 six button pads, 5 carts inc SSFFII, 9 CDs + demos. £325 ono. Tel: evenings 01622-738008.

● Amiga 500+ external Drive, dust cover, 2 joy sticks, 2 mouse, disk boxes and software, blank disks, must collect. Sell for £200. Tel: Matt 01543-672050.

● USA SNES with eight games inc Stunt Race FX, Secret of Mana, Bomberman also Multitap and converter. £250. Tel: 0181-518 8480.

● SNES, 2 controllers, 6 games inc SFII Turbo, Top Gear 2, Mario Kart and All Stars, all boxed as new. £185. Tel: 01728-453759.

● UK SNES, case, £340 ono. Very good condition all boxed with instructions inc: UK games – Mario World, Bart's Nightmare, Zelda, All Stars, Sim City, Mario Kart, Equinox, Flashback, Jurassic Park, Action Replay 2, Virtual Bart, Prince of Persia, Final Fight 2, Super Aleste. 4 pads inc 2 Nintendo pads, 1 pro pad, 1 program pad. Can sell separately. Tel: 0181-864193. Ask for Yew Ming.

● ZX Spectrum + for sale. Includes 44 games, 2 quick shot joysticks, user manual + cassettes. £55 ono. Tel: 0545-580517.

● Turbo Duo scart converter plays all Jap PC engine games, 4 cards, 12 Cds, Dracula X, R-Type Gradius. £250. Tel: 0203-230658.

● US SNES, 2 joypads, adaptor,11 superb games: Mortal Kombat 2, Tournament Fighters, Secret of Mana, SFII, Tiny Toons, Rock 'n' Roll Racing, Stunt Race FX, Jurassic Park, Axelay, 2020 Baseball, Super NBA. £290. No offers. Tel: 0494-864526.

● SNES with 2 controllers and 5 games: Earthworm Jim, Mega Man X, Mystical Ninja, Sunset Riders and Tiny Toons, all for £160. Tel: James 0799-541299.

● C64 with ultra fast load disk drive and over 100 disk and tape games £110 ono. Tel: Ells on 01223-355068.

● Mega CD II + Mega drive II with 8 Mega CD games and 3 Mega Drive games. £280 or swap for a 3DO and a game. Tel: Ells on 01223-355068.

● UK SNES, 6 controllers, 24 top games, plenty of accessories + mags. All boxed as new. Worth over £1100, yours for £350 ono. Tel: Matt 0454-416421.

● SNES for sale with 8 games including FIFA Soccer and Mario Kart, 2 controllers, mint condition, will sell for £200. Tel: 0934-518366.

● UK SNES, 2 pads, 6 UK games including Street Racer, R 'n' R Racing, FIFA, MK, etc… + 19 SNES mags. All in great condition. Worth over £300, sell £200. Tel: (after 5pm) Tin 01442-232783.

● Playstation £499, Saturn £460, 3DO games like Return Fire £28, Neo-Geo CDs only £29. Tel: Chris 0589-315825 any time.

● GB for sale with 4 games (Super Mario 1 + 2, Super RC Prom, and Tetris. Cost £120, will sell for £40. Must be in Glasgow. Tel: (after 5pm) Abdul 0141-552 3410.

● UK SNES + 3 joypads + stereo lead + Action Replay 2 + converter (FX). Very very cheap (new £150++) only £85. Tel: (after 4pm) 0171-377 9882.

● UK SNES with 5 games including: Super SF II (96%) NBA Jam (87%). With 2 joypads – one turbo. All in excellent condition as only 3 months old. Worth £320. Will sell for £220 ono. Tel: 0117-712500.

● UK SNES, 2 pads, SF II Turbo, Mario All Stars, adaptor. All boxed and in perfect condition. £100 ono. Tel: 0181-647 8416.

● Super Famicom, 2 joypads, Scart with US converter £70. Tel: 0924-360535.

● Segas for sale. Master System 2 + 12 games including Chuck Rock, Sonic 2, Wonder Boy 2 + 3, £120 ono. Also Mega Drive + 3 games £100 ono. Will sell games separately. Will deliver. Tel: Jack 0181-402 1036.

● Look! Super NES for sale. Including 5 top games, all leads, 3 control pads, and convertor. All boxed. Only £150. Tel: (evenings 6pm onwards) 01634-669648.

● Mega CD II with 5 excellent games, Rebel Assault, Time Gal, Sonic CD, Silpheed, Road Avenger. Will sell all for £160. Work with Mega Drive 1 + 2, with Mega Drive II £210. Tel: 0602-298863.

● Game Gear with Mortal Kombat, Columns, Sonic 2, Castle of Illusion, Pengo and mains adaptor. £50. Tel: Jamie after 5pm 01524-33956.

● Wild Card and SNES. Over 100 games, top titles including MK II, Street Racer, Clayfighters II, Earthworm Jim. Sell for £350 ono. Tel: 0922-54891.

● UK SNES, multitap – converter, Action Replay, 13 games, all 90%+ including Alien 3, NHLPA 93, Starwing, Mario Kart, Bomberman, Mario World, SF II, Contra 3, T. Toons, Axelay. All boxed + instructions £320 ono. Tel: 01403-262 909.

● For sale: Master System, 2 pads, 6 games including Asterix and Sonic 2. Cheat book included. Over £100 sell for £60 ono. Tel: Yousaf on 0131-442 2510.

● (UK) SNES with 2 control pads + 10 great games including Mario Kart, Street Racer, DK Country. Quick sale £250 ono. Tel: 01928-701273.

● UK SNES + 2 pads + games + converter. Games include; FIFA, Mortal Kombat 2, SSF and NBA Live 95 and more. Must collect. All boxed as new £180. Tel: 0181-203 1365.

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'WEANED ON COMPUTERS'

Having been weaned on computers and console fodder since I was 12 years of age (I'm now the ripe old age of 23) I read with glee that you wanted to know of a few rubbish Spectrum games we've all forgotten. However, were they all really rubbish?

Let's remember, this is where all the truly original games came from.

Yes, the graphics were awful and the sound was worse, but this meant programmers had to rely on tweaking the gameplay to perfection, not a bad thing at all I think you'll agree. This resulted in some instant classics!

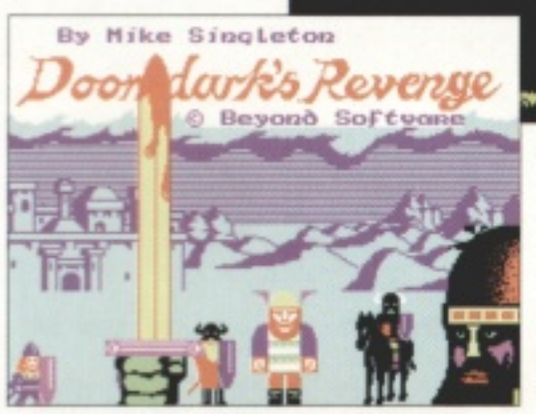
A quick comparison between then and today could be Melbourne House's *Way of the Exploding Fist* and Acclaim's *Rise of the Robots*. The graphics in *Rise of the Robots* laugh at the old Spectrum game but it plays like a brick! How many people remember playing for hours trying to reach Black Belt 10th Dan on the perfect gameplay that was *Way of the Exploding Fist*?

In those days it was usually one programmer who coded everything, not teams of them who still can't get it right!

Here's a quick top 5 Spectrum games for your delectation and I hope everyone enjoys looking back as much as myself.

1. *Fairlight* – (awesome + absorbing arcade adventure)
2. *Way of the Exploding Fist* – (terrific Karate beat-'em-up)
3. *Manic Miner* – (platform heaven!)
4. *Full Throttle* – (superb motorbike racing game)
5. *The Hobbit* – (wonderful adventure with graphics)

We've come over all nostalgic. Sniff. Those were the days...



Mark Patience
Co Armagh, N. Ireland

Coincidentally, the latest bit of stuff to get attention on our office Macs is a Spectrum emulator with a handful of games. But recreating these old 8-bit games is rather complicated and, paradoxically, requires several thousand pounds' worth of PowerMac to achieve the original running speed. Ho hum.

'UNDER THE BED FOR A QUICK GO'

In reply to Mr Coyne's letter in issue 30, I think retrogaming is most definitely "in". There are four types of videogaming: retro, domestic, next gen and arcade.

The healthy gamefreak ought to be fully skilled in all these areas. For example, a typical Gamefreak's daily diet would be:

10.00 *Drop Zone* C64
10.30 *Bomberman 2* SNES
11.00 *SSF2* SNES
12.00 *Doom* Jaguar
1.00 LUNCH reading SP
3.00 *Ridge Racer* Arcade
4.00 *Killer Instinct* Arcade
5.00 Go home, for Games World.

Of course, too much retro gaming could be bad. It is very much a thing to do in moderation, but failure to do it results in being unfashionable. Yes, it's trendy – very in vogue. So a guru like myself would always drag the C64 and its printer-sized drive (doh) from under the bed for a quick go on *Dropzone*. Do it, but in moderation – we don't want a mass regression back to *Manic Miner* and the like, do we?...

Richard Melville
Exeter

Your guru status has been called into question, Richard, by your self-confessed 5.00pm activities and lack of Digitiser viewing. So we asked the Gamefreak about his daily diet and he said it was a bacon and smoked turkey baguette with lettuce and tomato. Talking of whom...

'MOONLIGHTING'

I was reading a wonderful article in my latest issue of Vox (April) on The Cult and Primal Scream's Aussie tour and I was most amazed to learn that the

KINDLY LEAVE THE STAGE

When we say we welcome all jokes, perhaps that's not entirely true. We'd be mad if we actually solicited this sort of stuff...

KLTS is definitely approaching some kind of last legs/stumbling scenario. The question is: can you make a difference? Peter Munro, at least, has a brave stab.

Two guys were looking at some shirts in a shop window. One had just pointed out to his mate 'That's the one I'd get' when a cyclops came round the corner and kicked his head in.
Peter Munro, Hinckley
3/10

Two editorial staff are sitting in an office sifting through some reader's jokes. One says to the other: 'Whose idea was this section anyway?'
Tom Perdu, 30 Monmouth Street, Bath
0/10

Get 5/10 or above for your joke and you win yourself a stupendous T-shirt. Kindly Leave The Stage, Super Play, 30 Monmouth Street, Bath BA1 2BW.

photographer's name on this report was Tony Mott. Is this THE TONY MOTT I ask you? If it is, then all I've got to say is DOES YOUR EDITOR KNOW? Or are you all moonlighting on different mags? Anyway, if I had the choice of reviewing the latest SNES games or travelling around the Antipodean Isles with Astbury, Gillespie and co. I know where I'd rather be!! Good luck to ya, mate!
PS: The *Killer Instinct* Debate: Graphically it's wonderful, but playability-wise it's very much a step backwards from the mighty *Virtual Fighter 2*.
Stevie Boy
West London
Our own Mottster, to his chagrin, is still very much over here and listening to nought but the Smiths for his troubles.

We're still not completely convinced by *Virtual Fighter 2*'s tendency to show off its three-dimensionality at inopportune moments, sometimes by obscuring your view of what your character is doing: it'll be interesting to see how Nintendo's *FX Fighter* deals with the problem.

'RIGHT BEHIND YOU'

Hard as he is to comprehend, I had to respond to Andrew Hutchinson's letter in issue 29 bemoaning the flawed system of *Secret of Mana*. As this is one of my favourite games of all time, I think I can see where his problems lie.
1. Usually, a quick tap of the Dash button will help your friends catch up right behind you. Otherwise, you just have to switch control to the character who's in trouble and guide them yourself. Easy, huh? Switching between them regularly and moving on whilst the one behind 'covers' you is an accepted method of traversing dangerous areas.
2. Look on the action grid in the menus and you'll see you can determine exactly how cautious your character is and how much they charge up their weapons (if at all). They don't have to charge, as a normal first swipe still does mucho damage against smaller nasties and you should use magic against bosses.
3. Monster intelligence dictates that they will go for the prone, weaker member of the party, so you won't get anywhere without a little co-operation! If you're playing without a multi-tap then you have three characters to manage, not just one: a tap of the SELECT button will give you control of someone who can step in to defend the other.

I hope you can print these tips for the benefit of players who may be experiencing the same difficulties. I'd hate to think of people missing out on the great story just because they can't handle the fighting bits.

Also, congratulations on Final Fantasy Forum. It's a top idea for RPG-freaks like me who are fed up with waiting for you to do guides to these games...
Anne-Marie McGrath
Colchester
A back-handed compliment if ever we heard one.

Two other people voiced comments in support of Andy Hutchinson: ten times as many sent letters similar to the one above. I think we've been vindicated, although that doesn't mean that Andrew is necessarily wrong – he's entitled to his opinion, after all, and clearly didn't get on with the game. Wouldn't this column be dull if everybody agreed? Vive la difference.

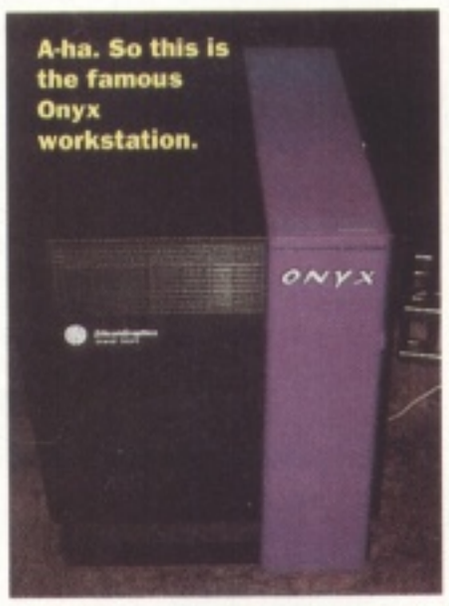
'GIANT SQUID PILOTING A SPACE SHUTTLE'

I feel I might have been cheated somewhere along the line. I'm not an anime fan so I've never really taken your magazine seriously, preferring to read a certain 'official' title because I thought they would have more news and information on purely Nintendo matters. But I've just seen your rival's piece on Ultra 64 and it's minging. They claim it will have anti-aliasing and tri-linear mid-mapping, and show lots of pictures of 'real game environments'. I was really excited about the possibility of being a shark, swimming around ancient shipwrecks and fighting giant squid, piloting a space shuttle into an orbiting station's docking bay, or just zooming over highly-detailed cities in fast real-time 3D.

But then a friend showed me your magazine, and it turns out all these pictures (which Nintendo gave to you too?) were just demos taken from a Silicon Graphics workstation!!!! One of you has to be putting me on. I have a right to be confused, don't I? Does the Ultra 64 exist, or doesn't it? And if not, why print those pictures?
Kelly Warner
Cardiff
Right, here's the score. Nintendo will definitely produce a next-gen console. It will, we're certain, amaze everybody with its capabilities. But it won't be here until next year, the rivals are already getting major coverage, and this seems to have panicked the big N into some rather dubious public relations activity. Such as releasing more Onyx workstation demos on video and pretending that they're showing something new on an Ultra 64. It's rather like printing Pentium PC screenshots of CD-ROM Syndicate and saying 'this game will be available on your SNES!'

They can't give us U64 screenshots because a full-blown prototype still doesn't exist. This month's *EDGE* reveals that interested game developers are being given, not an Ultra 64, not even an early version console board, but a megabucks SGI workstation with some of the higher functions disabled (oh, and the process is called mip-mapping, not mid-mapping). Despite their proud claims, we don't believe Nintendo is on schedule.

We'll follow NU64 announcements closely because we still believe, come 1996, it will be big and special; but as an independent magazine we're not on Ninty's payroll and we've got no obligation to tell you porkies about what you see on our pages. And as yet, you won't have seen a single screenshot from a bona fide Ultra 64 game.



A-ha. So this is the famous Onyx workstation.

'CRUSHED!! AND THEN IT HIT ME'

Up until buying issue 30 of *Super Play* I was happily counting the days until the release of the Ultra 64, but when you said it was delayed until early '96 I was crushed!! And then it hit me. I had been unwillingly dragged along by all the promise (but no product) of the next generation games. It's all going too fast. Think about this for a minute.

With the NES we had loads of fantastic games: *Mario 1*, *Mario 2*, *Mario 3*, *Zelda 1*, *Zelda 2*, to name the biggies. The SNES is a much better machine with loads of potential and what have we got? One new *Mario* game and one new *Zelda* game.

Sorry, that's not enough. I want more before I buy another console. What's next? *Mario VI* won't be out on the Ultra 64, it'll be the next one!! Gamers should be crying out for games, not machines.
Simon Franklin, Leeds
If Nintendo were to produce another *Zelda* game and another *Mario* game, who wouldn't snap them up at full price on the day of release? The idiots who'd already part-exchanged their SNES and games collection for a Playstation, that's who.

'A CERTAIN FRENCH FOOTBALLER'

The U64 may ultimately prove worth the wait for the very good reason that it will be supported by Nintendo itself. Certainly, some of the best games I've ever played have been games produced by Nintendo. In this respect, they are like a certain French footballer: no-one disputes

THE SUPER PLAY INTERESTING-O-METER

Guiding your groping letters towards our sensitive erroneous zones, or something.

What's best for beginners?

What game is the SNES crying out for?

HOT NOT

Capcom's demise

Retro gaming

HIGHLIGHTS

You did another terrible thing: you gave *Super Mario World* 80% in What Cart?. I hope you can correct this in some way, and put my wonderful name in your wonderful magazine.
Cesar Koot, Holland
Mmm, it is rather unique. And Super Mario World is really worth 94%, folks.

I'd like some advice from Jim Lightfoot on how to acquire a healthy collection of games. Mine are constantly full of colds and other ailments and it's quite annoying having to nurse-maid them constantly. Plus, their incessant mucal discharge makes a right ruddy mess of my SNES.
Seamore Bitz, Manchester

It's a good job your magazine isn't called Super Tidy Up Your Bedroom Then Start The Dinner Play, as it does none of these things.
Robert Heelan, Midgham
Yes, that was rather a lucky escape.

that they are brilliant at what they do but their behaviour is something else. For how long are we prepared to put up with their antics?

Gaming generates fierce loyalties but I, for one, would be happy to change mine if Nintendo doesn't deliver the hardware and the quality software to support it, within a reasonable time and at a competitive price.

Peter Cheng, London

I think you've summed up the situation pretty well.

We're not oblivious to the next generation of machines here at *Super Play* – Future's offices are practically brimful with them – but so much of the software lacks depth and originality. We want to play on consoles that have games by the likes of Square, Konami, and Nintendo of Japan, and that still means a SNES.

'BUTTONS ON EACH PLAYER'S SIDE'

Well it's very hard to find faults with a game of *Killer Instinct's* class. But, there are a few cracks in the woodwork. Such as the absence of throws, which I suppose is not really a bad thing, since piecing together a complex combo wouldn't be possible if these had been included, because you would end up with getting too close and throwing your opponent across the screen, which happened to so many frustrated SFII players when trying to score a five hitter.

Apart from that my only other gripe is that we'll have to wait for a whole year before we can play this in the privy of our own homes. If the big N can come up with titles that are this good then the future holds a lot of promise for the Ultra 64.

PS Also, here's a little tip you might be interested in. It's to access the turbo speed cheat. Immediately after both players have chosen the characters they wish to play, push to the right-hand side on both joysticks while holding down all three punch buttons on each player's side. Keep these held down until you actually start playing the game.

Matthew Parsons
Welwyn Garden City

So you want to play in the privy of your own home, Matthew? I prefer the lounge, but I'm willing to resort to the bedroom.

ENVELOPE ART!

Get your art in print and collect a *Super Play* pen. If it's the winner, you could win our much acclaimed Mystery Prize of the Month.

Furious looking Bombermen from Philip Rowland.

Alex from Suffolk pleaded with us to, "Please print my Dirty Pair." Ahem.

Simon Yip from Ditherington asked postie not to bend this. As if he would.

Scott Piper from Grays sent in this Mana-esque master.

WRITE NOW!

Stand on our metaphorical shoulders and proclaim your views about life, the Nintiverse and that.

PLAYBACK,
SUPER PLAY,
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Sean Hughes from Dungannon – you are a winner!!! A top prize for a top drawing is on its way to you. You win this month's mystery prize of a lovely Manga style T-shirt, kindly donated to us by JVC.

It's that Jim Lightfoot fella again. In case you didn't know, he hails from Edgbaston.

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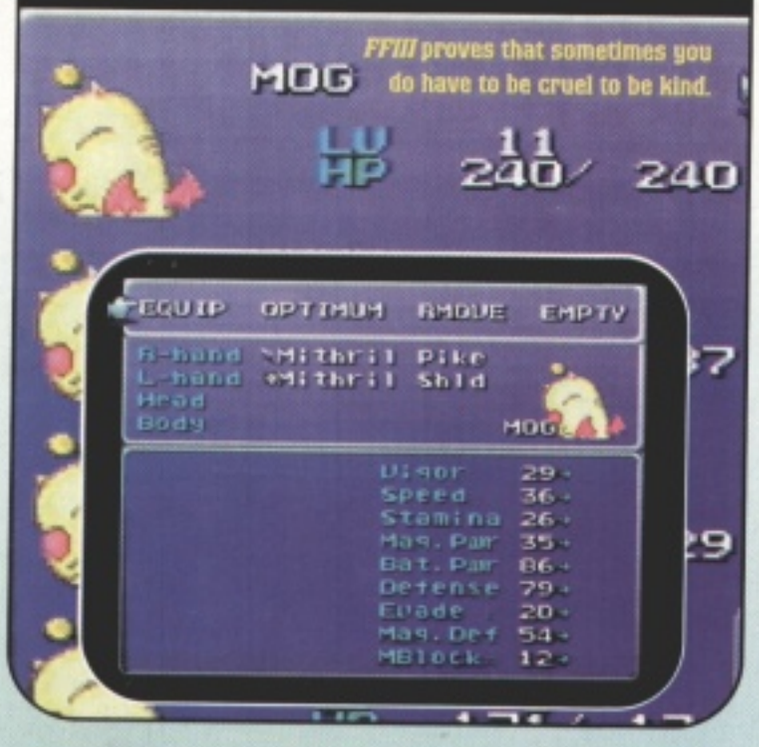
FINAL FANTASY FORUM

We've gone weapon crazy this month. Read on for all you need to know about swords, shields, swaps and secrets.

MUG THE MOOGLE

FFIII beginners, do you want a bonus at the start of the game? Then try this little tip. When you reach the section where you deploy three squads of moogles to defend Tina, de-equip Mog and his valuable high-level kit before the last battle. His Mithril Lance will keep Edgar happy until Kohlingen, whilst Tina can use the shield. Though the poor soft cuddly thing will be left defenceless, hyuk hyuk.



FFIII proves that sometimes you do have to be cruel to be kind.

OPEN THE BOX

Although armour is readily available in the shops of *Secret of Mana*, the game manual names several rare artifacts that can only be found randomly in chests left by defeated monsters.

James Earl of Surrey has compiled a shortlist:

Amulet Ring	Tsunami
Dragon Ring	Ice Thug
Faerie Cloak	Master Ninja
Faerie Crown	Terminator
Faerie Ring	Wolf Lord
Griffin Helm (not in manual)	Griffin Hands
Guardian Ring	Doom Sword
Imp's Ring	Ghost
Ninja Gloves	Dark Stalker
Power Suit	Whimper
Vampire Cape	Fiend Head
Watcher Ring	Eggplant Man

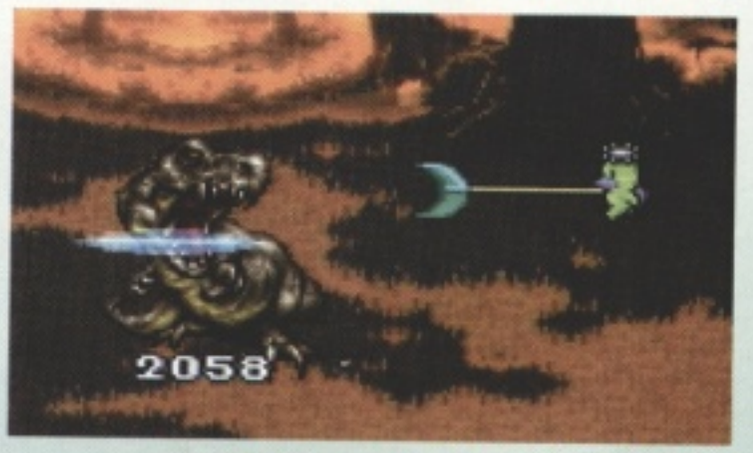
There's a *Super Play* challenge attached: the manual also mentions a Ruby Armlet, a Cockatrice Cap and an Amulet Helm. So far James has been unable to find the monsters holding these items. Can you help out, and have you found other treasures not mentioned by the manual?

PLAY AS KAPPA THE IMP

Rumours have long abounded that other hidden characters exist to fill those spaces next to your other party members: that you can play as Kappa the Imp, who provides the comic interlude, for example. Now, in a sense, you can. The trick, however, is to turn somebody else into him. Equip one of your party members with the Imp Armour, the Imp Halberd, the Titanium helmet and the Tortoise Shield (the latter two can be obtained from the Colosseum) and use magic to turn them into an Imp. With a Rename Card you can even go the whole hog on the identity change. The advantage? Well, the sickly-looking chap has maximum battle power and defence of 255, and makes a splendid entrant in the Colosseum. The benefits of cross-dressing were explained to us by Theo Dafnis of Enfield, London.

Many people, including Dominic Wong, wonder if Siegfried or General Leo can ever join the party in those two remaining spaces. Well, although some glitches caused by adaptors have allowed General Leo's sprite to show up as a party member, he isn't in the game. Other crash effects reported to *Super Play* include saved games being wiped and item lists filled with 255 Atma Weapons...

Follow our simple steps – just there on the left – to turn yourself into a super powered mischievous little imp.



The Imp is actually a character from Japanese legend called a Kappa (hence our name). The thing on his head is a water-filled dish which gives him supernatural powers.

PROFILES

If you look closely, you'll see a bowl of half-eaten porridge in the corner. Actually, that's not true at all. Rest your men here.

SIEGFRIED'S SWAP SHOP

After some rather vigorous sparring in the gladiatorial bouts held by the Colosseum, Adrian Whiteley of Wakefield and Rob Curd of New Malden decided to furnish us with their shortlists of lucrative exchanges.

Thanks also to Tim Hale for helping us find the invaluable *FF* material that's on the internet.

If you haven't yet found the Colosseum in the World of Ruin, look for the Dragon's Head formation in the top left of the world map. In the World of Balance, you may even have met the man who always promised to build it...

Item Wagered	Item Received
Air Anchor	Zephyr Cape
Assassin	Sword Breaker
Atma Weapon	Gradeus
Aura Lance	Strato
Behemoth Suit	SnowMuffler
Blizzard	Ogre Nix
Bone Club	Red Jacket
Cat Hood	Merit Award
Coronet	Regal Crown
Crystal Mail	Ice Shield
Cursed Ring	Air Anchor
Cursed Shield	Cursed Ring[6]
Doom Darts	Bone Club
Dragon Horn	Gold Hairpin
Economizer	Dragon Horn
Elixir	Rename Card
Exp. Egg	Tintinabar
Falchion	Flame Shield
Fenix Down	Magicite
Fire Knuckle	Fire Knuckle
Fixed Dice	Fire Knuckle
Flame Sabre	Ogre Nix
Flame Shield	Ice Shield
Force Armour	Force Armour
Force Shield	Thornlet
Gauntlet	Thunder Shield
Gem Box	Economizer
Genji Armour	Air Anchor
Genji Glove	Thunder Shield
Genji Shield	Thunder Shield
Gold Hairpin	Dragon Horn
Heal Rod	Magus Rod
Hero Ring	Pod Bracelet
Ice Shield	Flame Shield
Imp Armour	Tortoise Shield
Imp Halberd	Cat Hood
Marvel Shoes	Tintinabar
Megalixir	Tintinabar[1]
Memento Ring	Memento Ring
Merit Award	Rename Card
Minerva	Czarina Gown
Mirage Vest	Red Jacket
Ninja Star	Tack Star
Ogre Nix	Soul Sabre
Ragnarok Sword	Illumina Sword[2]
Rainbow Brush	Gravity Rod
Red Cap	Coronet
Red Jacket	Red Jacket
Rename Card	Marvel Shoes[3]
Ribbon	Gold Hairpin
Rising Sun	Bone Club
Safety Bit	Dragon Horn
Sky Render	Aura Lance
Sneak Ring	Thief Glove
Sniper	Bone Club
Soul Sabre	Falchion
Tack Star	Rising Sun
Thornlet	Mirage Vest
Thunder Sabre	Ogre Nix
Thunder Shield	Genji Shield
Tortoise Shield	Titanium
Trump	Trump
Valiant Knife	Assassin
Wing Edge	Sniper

[6]The Cursed Ring and Cursed Sword might look useless, but if you equip them for 255 fights (and suffer their respective handicaps in combat), the curse will be lifted and they will become powerful Paladin items. The Paladin Shield blocks magic attacks, whilst the Paladin Ring protects against status ailments and teaches Ultima (!!).

[1] Siegfried or Shadow challenges you personally! But is it really Siegfried, or the imposter...?

[2] An old man in Narshe will offer to make you a sword from the Ragnarok magicite he's been keeping. Whilst it's handy for everyone in your party to learn Ultima from the magicite, you'll miss out on Illumina - the most powerful sword in the game.

[3] By summoning the powerful esper Ragnarok, the enemy known as Soul Dancer can be turned into a pair of Marvel Shoes.

A HUNTING EXPEDITION

Why not beat up a brachiosaur and save on spells today?

Getting started on that Colosseum list obviously requires some manner of treasure in the first place, so here's a good place to start: the Forest north of the Veldt, situated in the World of Ruin.

The Forest doesn't contain any of the eight Dragons, contrary to what you may have been told, but does stock a healthy line in dinosaurs. The Tyrannosaurus is most common, and often yields an Imp Halberd when slain. If Lock steals from one successfully, you'll also get the Imp Armour. Its special weapon is the awesome Meteor spell.

The Brachiosaur is rarer, but possesses valuable Economizers – all spells use just 1 MP with this relic equipped. It's much tougher for that reason, having a selection of special attacks including Sneeze and Disaster.

The forest is also excellent for accumulating experience points and magic points, so it's worthwhile having a bash here when you need to increase in levels and learn new spells.

National Trust castles were never this much fun.

CAYENNE

The Knight of Doma maintains a stoic countenance, but has anyone lost so much in the War? When his family and his liege are poisoned by Kefka, Cayenne (US: Cyan) rampages with an apparent deathwish: it's only the intervention of Mash and Shadow that gives his revenge a focus. It's perhaps understandable that he's distrustful of Celes, and he's likely to accuse her of treachery when placed in the same party.

Chris Jones of London has been confounded by Doma Castle in the World of Ruin: a man in an earlier village warned that demons haunted his dreams at Doma. Rest your party in the bedroom at Doma and you'll be transported to Cayenne's nightmares. There you'll face the three Dream Stooges. You need to defeat the flying stooge first, as it can revive the others.

BACK ISSUES

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ISSUE 4
Human Grand Prix reviewed; and a player's guide to *Another World*.

ISSUE 5
Game Genie vs Action Replay; plus *Assault Suits Valken* and *Kikikaikai*.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; *SFII* guide.

ISSUE 7
Starfox reviewed; fantasy game special; and lots more!

ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*.

ISSUE 9
Loads on *SFII Turbo*; *Super Bomberman* challenge; an *Addams Family* guide.

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; a *Final Fight 2* guide; and much more!

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and much more!

ISSUE 13
A football special, *Jurassic Park*, and *Top Gear* reviewed.

ISSUE 14
Pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!*

ISSUE 15
Aladdin reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

ISSUE 16
R-Type III and *NBA Showdown* reviewed; and those Rik Mayall ads.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; *Equinox* and *Shadowrun* guides. Cor!

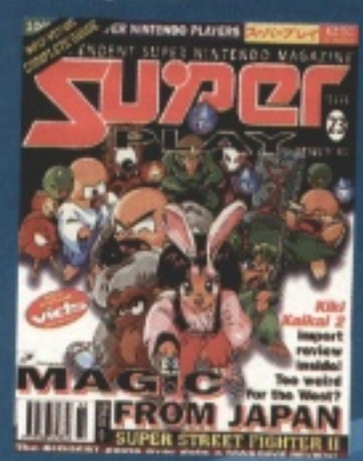
ISSUE 18
CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book.

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

ISSUE 22
Wild Trax reviewed; How to draw anime; exclusive *Syndicate* feature; *NBA Jam* guide and more!



ISSUE 23
Super Street Fighter II reviewed; exclusive Squaresoft interview; *Super Metroid* player's guide.

ISSUE 24
Mortal Kombat reviewed; *Breath Of Fire* reviewed; *Super Street Fighter II* player's guide.

ISSUE 25
Sparkster and *Secret Of Mana* reviewed; *Mortal Kombat II* player's guide; plus loads more.

ISSUE 26
Final Fantasy III, *Illusion Of Gaia* and *Syndicate* reviewed; *MKII* player's guide; and much more!

ISSUE 27
Donkey Kong Country, *Ultimate Parodius* and *Demon's Blazon* reviewed; *Rock 'n' Roll Racing* tipped.

ISSUE 28
Samurai Spirits, *Cannon Fodder* and *Clayfighter 2*; plus *DKC* player's guide.

ISSUE 29
X-Men Special; *Pinball Fantasies* and *Ardy Lightfoot*; and part 2 of the *DKC* guide.

ISSUE 30
Huge *Mega Man* feature, *Killer Instinct* guide; plus loads of reviews...

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ISSUE 31
Free postcards; Metal Gear feature including reviews of *Super Turrican 2* and *Front Mission*.

The top 100 games of the future...

What's the point in looking back when the future is so bright? There are over 100 games that'll make you drool. We have them all.

Also in this issue:

The first reviews of Daytona USA on Saturn and Tekken on PlayStation.

Is the PC the ultimate gaming machine of the future?

Everything you need to know about the best arcades in the UK.

Ultimate Future Games

On sale Monday 1st May

IRRESPONSIBLE pictures

Another round-up of what's out and about in the sometimes unsettling world of Japanese animation. (This month we've even thrown in a bit of live action for good measure.)

NEW DOMINION TANK POLICE - Act 5

Manga Video — 15

30 minutes (dubbed) RRP: £5.99

The original *Dominion Tank Police* OAVs were two of Manga Video's earliest releases and, although the plots may have been a tad confusing for anyone not familiar with the manga versions, the action/comedy adventures of Leona, Bonaparte and the Puma Twins certainly gathered a load of fans, if *Super Play*'s Envelope Art sack is anything to go by. Now there are six new Acts, and although not strictly related to the originals, Manga are pushing the 'collect the set' approach by starting the *New Dominion Tank Police* off with Act 5.

Leona and Bonapart bounce back in their now-familiar role as a bot-kicking mechanized policewoman and her cute tank. A kind of Manga Dirty Harry, she repeatedly takes the law into her own hands and uses unorthodox techniques to get results. Of course, although she's giving a dressing down virtually every day, there are some terrorists operating in the city who don't succumb to standard police procedure. In fact, the only thing that can stop them is a talented, dedicated, yet unorthodox girl/tank team...

Yep, *Tank Police Act 5* is a half-hour guitar rock-video with lasers, armour-piercing rounds and huge explosions. Leona swears a lot and gets righteous, the tank does everything she asks of it, and the bad guy turns out to be the one she had a bad feeling about all along. Predictable stuff indeed.

But it's the famous and well-respected Masamune Shirow's baby, which means it's slick, well-paced and nicely drawn. Calling the place 2100AD City Newport doesn't have the same effect in Britain (or Wales, more specifically) that it does in Japan, but the whole thing is fun, fast and isn't loaded with boring talking and irrelevant plot twistings.

Don't expect anything clever from this series of the *New Dominion Tank Police*. It's like the *A-Team* with cursing and better action. And, as such, is a jolly decent diversion.

James Leach

3 out of 5

ORGUSS 02 Part 1

Manga Video — 12

60 minutes (2x30mins) (dubbed) RRP: £11.99

This is actually two half-hour episodes of the *Orguss 02* mecha series on one tape. The idea is that for 200 years, some mobile suits have been lying silently under the sea. Now they've awakened and are intent on taking over what's left of the world after they've finished with it.

They're called the Decimators, and they're the most powerful military weapon on the planet. So how can they be stopped? By the ingenuity of man, apparently. I didn't get it either. Anyway, people's resilience will always triumph over unstoppable weapons of mass-destruction and unimaginable power, so these Decimators don't really have a chance.

Mobile suits are a great idea, and they are shown off to good effect here. Fighting on Earth does lend a certain weight, size and power to suits such as the Decimators', and the clashes in mid-air are gripping indeed.

But sadly the plot gets lost with some of the human interest. People stand around grieving for those who've fallen out of aircraft/been crushed to death/collapsed with shock when beholding a mecha for the first time.

This is all very touching, but it slows down the action considerably, and it's tough to really feel sympathy for those worried about a cartoon fellow with a badly-animated moustache who was in the show for two minutes, swore three times and said 'Huh?' twice and then got shot by a laser-cannon from a six-mile range. Sorry, but that's how I feel.

The animation isn't particularly wonderful either. Mechanised units always look best when drawn and coloured in the metallic style, and this isn't employed here. So what you're left with is a plot-heavy, slow-paced series with some great action (but not enough) and some dead folk. Someone really should tell the writers about that good old American saying, 'Cut to the chase'.

James Leach

2 out of 5

KISHIN HEIDAN Vol 1 & 2

Pioneer LDCE — 12

60 minutes per tape (dubbed) RRP: £18.99

No! Yet another anime with house-quashingly huge mecha!

But wait. Based on a novel by Masaki Yamada, *Kishin Heidan* is set just before WWII but in an alternative history where the world is under the greater threat of alien invasion: it's even rumoured that the Führer has made an extra-terrestrial alliance. Young hero Taishi barely escapes an alien attack with a mysterious 'modulator' entrusted to him by his father, Professor Takemura, and so discovers that some of the Allied forces' greatest minds have used the artifact to develop vast war engines for an earth defence force known as the Kishin Corps. But the Kanto division of the Japanese Army, in alliance with the Nazis, plans to obtain the technology to advance its own cause.

As with much anime SF, the hardware could easily have stolen the stage: fortunately the characterisation is strong enough to balance the story. That said, you'll be bowled over by the retro sensibilities of the Kishin war machines. Rail is the favoured form of transport in Yamada's universe, with Corps forces mobilised on the 'Kishin Express' – an almighty steam-powered behemoth on tracks, bristling with ack-ack guns, cannons and machine gun nests. If British Rail looked like this, train-spotting would become credible overnight.

What's immediately apparent from the very first scene is the sheer range of visual styles, from the Art Deco-faced Takemura and the spikily-coiffured Taishi to the almost abstract alien aggressors – no doubt a result of pooling such diverse design talents as Masayuki Goto (*Gundam F91*) and Kenji Yamazaki (*Silent Möbius*). The occasional glimpses of machinery in motion also typify their attention to technical accuracy and detail.

This is more like the anime I want to see, and I hope the rest of this seven-part series can live up to the promise of the first episode.

Zy Nicholson

4 out of 5

IP NEWSLINE

Ryo and Kaori, from the anime *City Hunter*, look on in dismay as they realise that their live action counterparts are a good 5 inches shorter.

For those of you with long memories and a back issues collection to prove it, in issue 8 we did something we're not normally known for and reviewed a live action film. That it was a oriental movie had nothing to do with it. That it was an adaptation of an anime series, on the other hand, definitely piqued our interest and when it was revealed that the main character has a brush with a *Street Fighter II* machine resulting in some top live action *SFII* antics (this was 1993, remember, long before the lad Van Damme got in on the act), we knew that it was our sort of flick. However, at that time the film wasn't available outside Hong Kong and not many people got to see it. Now in these enlightened days of anime and John Woo for all, Jackie Chan's *City Hunter* has returned for everyone to see. Available to rent from 20•20 Vision on May 31st, Jackie's story of lecherous private eye Ryo Saeba moves the action from Japan to Hong Kong (naturally) and features slightly more fisticuffs than the anime. It's a great action-comedy though, in the traditional Jackie Chan style and, as if you needed convincing further, the promise of seeing our hero dressed up as Chun-Li should have you running with all speed to your nearest video emporium.

Wouldn't it be great if you could get to see all your favourite anime on the big cinema screen? Well, if your top tapes all come from the Manga Video stable it would seem that your luck is in. Matsuri Manga! The 1995 Manga Film Festival kicks off on May 5th for a week-long run at London's National Film Theatre followed by a national tour. Amongst the goodies on show will be *Wings Of Honneamise*, *Appleseed*, *Roujin Z*, *Legend Of The Overfiend* and premieres of two new releases: Buichi Terasawa's wise-cracking space pirate *Space Adventure Cobra* and the best reason of all for going along, the brilliant 1st *Mobile Police Patlabor* movie. Provisional dates for the tour are as follows, but you should confirm exact times and programme details with the theatre direct.

National Film Theatre, London (0171) 9283232	**5-11May**
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Playhouse & Film Theatre (01274) 820666	**3-6 July**
Steps Theatre, Dundee (01382) 434037	**17 May – 7 June**
Watershed, Bristol (0117) 9253845	**June**
The Barn Theatre, Darlington (01830) 863073	**29 June**
Metro Cinema, Derby (0133) 2340170	**9-14 May**
Filmhouse, Edinburgh (0131) 2282688	**6-25 June**
Glasgow Film Theatre (0141) 3328128	**13-14 May**
Hull Film Theatre (01482) 883015	**17-31 May**
Ipswich Film Theatre (01473) 215544	**2-27 June**
Phoenix Arts, Leicester (0166) 2554854	**16 June-28 July**
The Tyneside Cinema (0191) 2328289	**13-27 May**
Cinema City, Norwich (01603) 622047	**5-19 May**
The Showroom, Sheffield (0144) 2757727	**2-30 June**
Harbour Lights, Southampton (01703) 229319	**17-31 May**

They're morphin' here, they're morphin' there, those Japanese *Sentai* shows are morphin' everywhere. And if you've been (un)fortunate enough to aim your remote towards GMTV over the Easter break, chances are that you will have spotted the latest *Power Rangers* wannabe – *VR Troopers*. If you didn't know by now, *Power Rangers* actually started life in Japan as *Dinosaur Task Force Zyuranger*. One in a long line of live-action TV shows in which Lycra and plastic clad heroes fighting rubber-suited monsters is the order of the day. All the special effect sequences come from the Japanese original and are mixed in with new 'shot for American's' footage (albeit with some inconsistencies, in the original for instance, the Yellow ranger is a guy!). *VR Troopers* is a mix of two Japanese shows, *Dimensional Warrior Spillban* and *Super Android Metadar*, and once again manages to strike that fine balance between knowing that it's absolute rubbish and not being able to miss it. Or maybe you just turn on at that time because you can't bear to be without *Maxie's World*?

VIDEO DIARY

MAY 1995

Amazingly, we heard that a friend of *Super Play*'s Gamefreak had recently purchased his 55th anime video. That's over £600 on Japanese animation! So here again for those of you with bottomless pockets are this month's releases. Remember, all tapes are dubbed into English unless otherwise stated.

MANGA VIDEO

ANGEL COP – Vol 1
MACROSS PLUS – Vol 2
NEW DOMINION TANK POLICE – 6
LEGEND OF THE FOUR KINGS – Pts 7&8
GODZILLA vs **MOTHRA** (MANGA LIVE)

PIONEER LDCE

GREEN LEGEND RAN – Vol 3 (final part)

WESTERN CONNECTION

No new titles in May but as an addition to last month's April releases:
HUMMINGBIRDS – Vol 1 (subtitled)
DANCOUGAR (subtitled)

EAST 2 WEST

8th MAN AFTER – Vol 1
KEKKO KAMEN – Vol 1
THE WICKED CITY – CERT 18 (Live action version of the anime)

Traffic control, Tokyo 1999 style, in *Mobile Police Patlabor*.

GODZILLA vs KING GHIDORAH

Manga Live

PG

103 minutes (dubbed) RRP: £13.99

"With a purposeful grimace and a terrible sound, he pulls the spinning high tension wire down."

So sang Blue Öyster Cult in their hommage to Japan's greatest cinematic export (Akira Kurosawa doesn't count in this column), that most rubbery of all rubber dinosaurs ever to be mutated by atomic radiation – Godzilla. And even though that was way back in 1978 and the films they were singing about were even older still (the latest Godzilla up until then had been *Mechagodzilla's Revenge* in 1975), those words still hold good for this new series of big G films, which Toho started producing again in 1989.

It's present day Japan and over the skies of Tokyo appears a UFO carrying bad news from the 23rd century. Godzilla is soon to rise from the ocean and trash the whole country once and for all. If the Nipponese culture is to survive in the future, then big G must be stopped. And what better way than to make sure he never even existed! Being capable of time travel, the future folk intend to go back to the time when Godzilla was still a common Tyrannosaurus Rex (stay with me now) and transport him back to the present (?!!) thereby avoiding the atomic testing that would turn him into Godzilla and there you have it, no Godzilla! (Er, yes but...) The plan works, but when back in the Godzillaless present a new threat to Japan appears in the form of laser-spitting three-headed dragon King Ghidorah. Could it have been that the UFO people weren't quite telling the truth? And how is Japan going to beat this new monster, now that Godzilla doesn't even exist?

OK, so the plot has more holes than a sieve, most of the effects are laughable and the dubbing is appalling, but I still loved every minute of it. Moments like the US Marines getting trashed by a pre-atomic Godzilla thereby saving the Japanese infantry just can't be bettered. I can almost hear BÖC singing now, "Oh no, there goes Tokyo – ohhhh no, Godzilla!"

Wil Overton

5/1 out of 5

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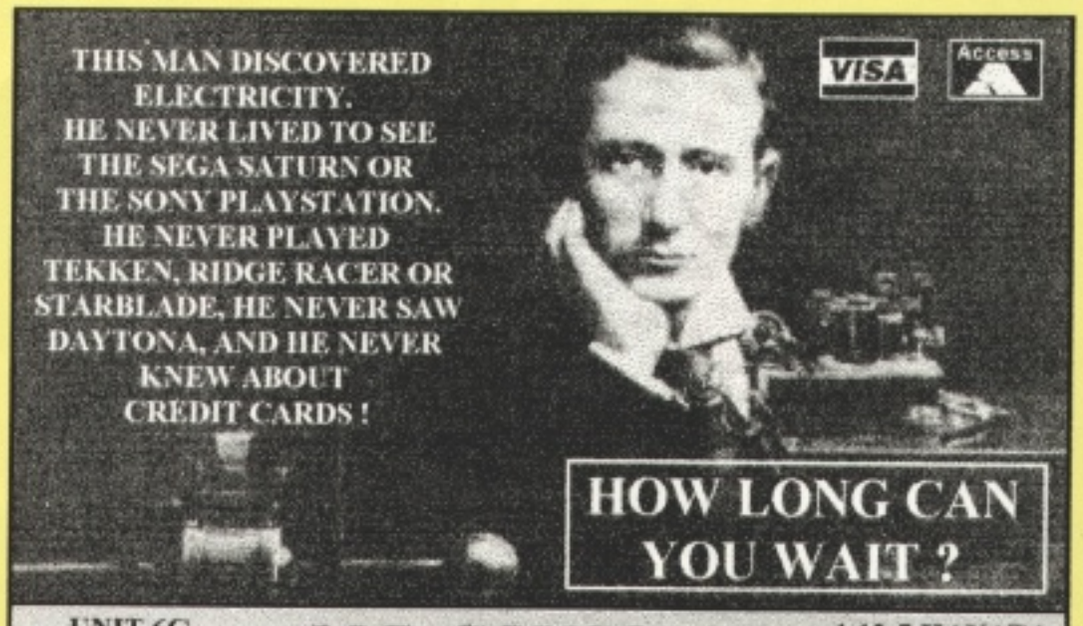
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NEXT MONTH IN SUPER PLAY

ISSUE 33 ON SALE THURSDAY, 1st JUNE 1995

Super Play

HOT GOSSIP FROM LA

All the latest news from E3 – Los Angeles' computer trade fair. We'll be lifting the lid off Nintendo's plans over the next few months. What surprises will be in store? We'll have to wait and see, and so will you.

SECRET OF EVERMORE

You could be forgiven for thinking that this is the follow-up to *Secret of Mana*. But, it's not. It *is* the latest RPG to take the States by storm, though. All will be revealed here next month...

We have... lots of games beginning with the letter 'J'! A strange quirk of fate has meant that for our July issue we have an unusually high number of games beginning with the letter J. The line-up is...

Jungle Strike

We've waited for ages for this, but finally it's here, even though we've been promising it to you for the last couple of months.

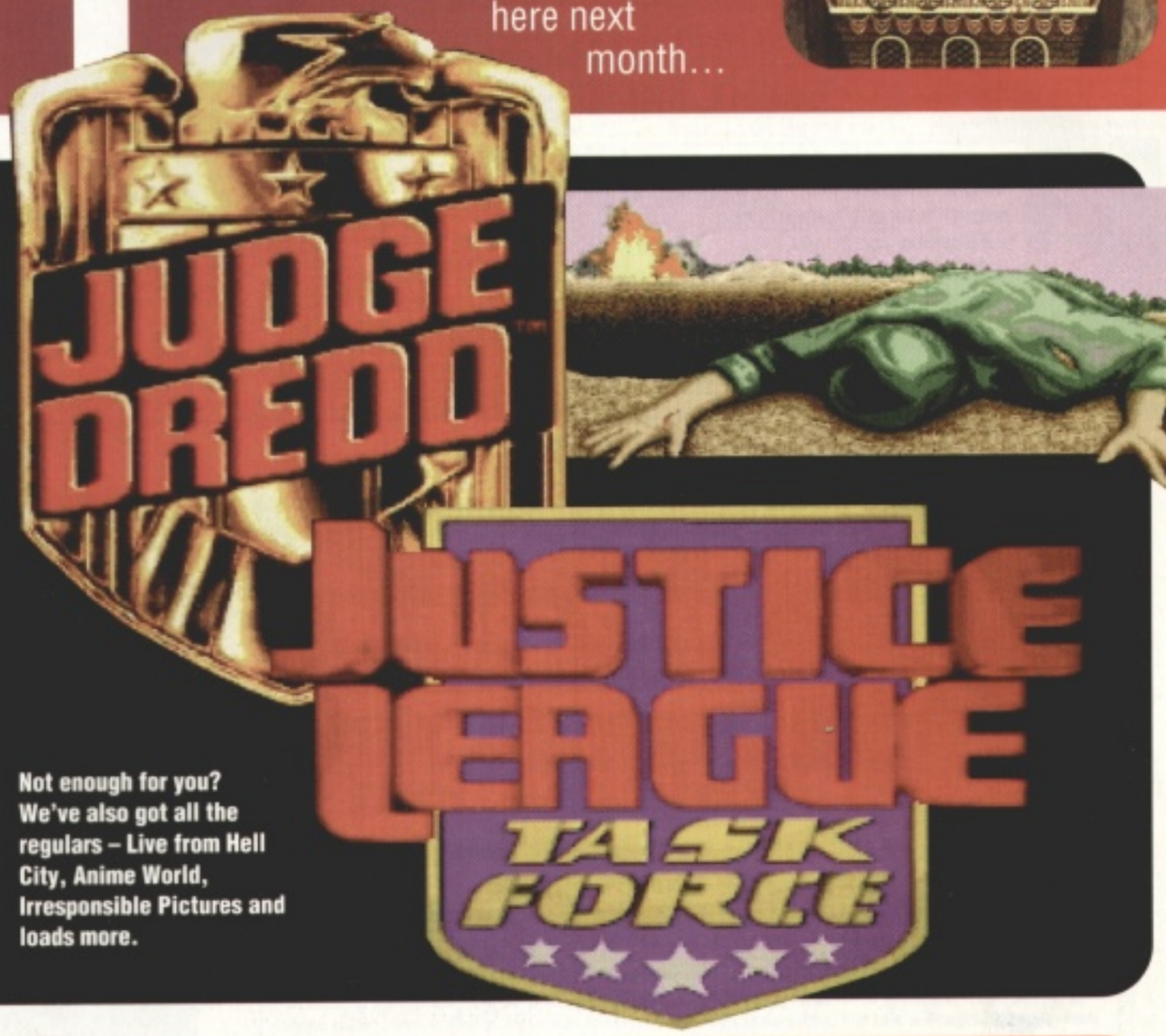
Judge Dredd

Ooh! It's the game of the film – you know, the one that stars family fave Sly Stallone. Are we dreading having to judge this? Or are we just making up a daft pun to fill up space?

Justice League

Double ooh! DC comic characters star in beat-'em-up shocker! Wonder Woman, Spiderman, The Flash and many more strut their stuff and beat each other up...

Not enough for you? We've also got all the regulars – Live from Hell City, Anime World, Irresponsible Pictures and loads more.



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THE SUPER QUIZ ANSWERS

Think you can do any better? Then don't just sit there complaining, prove it to us! Send your questions to the Editor and, if they're any good at all, we may even print them and dedicate the quiz to you.

EASY

1. Music composer & Tim Follin.
2. Perfect eleven.
3. *Sayo.*

MEDIUM

1. Belmont.
2. Duck Vader.
3. *A multiplying stick man called Koitsu.*

HARD

1. *Grange Hill*, believe it or not. They wanted Neko
2. The Bitmap Brothers.
3. Christopher Lambert, of *Highlander* (but not much else) fame.

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NEW **BUILT-IN CHEATS**
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NEW **ADVANCED CHEATFINDER**
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